

Microlite74

Light vs Dark

Version 3.0 (Condensed Type Edition)

OGL20 Rules for Tabletop Fantasy Roleplaying Campaigns with Old School (0e) Flair



Microlite74 Light vs Dark

(formerly titled *Microlite74 Special Version I*)

Version 3.0 (May 22, 2013)

Copyright © 2008, 2009, 2010, 2011, 2013, 2016 Randall S Stukey

All art is in the public domain.

*Microlite74 is dedicated to the memory of those who gave us the first roleplaying games
and campaigns:*

Dave Arneson, E. Gary Gygax, David Hargrave, Bob Bledsaw

Microlite74 Light vs Dark is a special version of *Microlite74* originally designed for a specific campaign in exchange for a donation to the RetroRoleplaying Cancer Fund. Like its parent game, *Microlite20*, this version of *Microlite74* is a trimmed-down, sub-miniature version of the Primary Fantasy SRD rules (see license for more info) that has been designed to be quick and easy to play. The goal of *Microlite74* games, however, is to recreate the style and feel of that very first ("0e") fantasy roleplaying game published back in 1974.

These rules assume a basic familiarity with tabletop role-playing games in general and with the basic principles of "D20" based rules. If you are completely new to tabletop role-playing games, you will want to start by playing with someone who is familiar with how they work.

This special version of *Microlite74* is designed for a campaign world with only two deities (a Lord of Light (order) and a Lord of Darkness (chaos) who oppose each other. Magic is both common and rare in this campaign world in that about 25% of the population have the ability to use Minor Magic at will (including all characters and NPCs with a class level), but arcane magic is otherwise limited to long, complex, and costly rituals. Clerics have limited spell-like abilities called prayers. True magic items are almost non-existent. What true magic items do exist are created by the GM as needed and are always one-of-a-kind. Magic items created by binding spirits to material items are more common.

The campaign these rules were designed for was centered around a large decadent empire which which was starting to fall apart at the seams while its borderlands were breaking away or were being overrun by subhumans and monsters. The central portions of the empire were ignoring the problems. The Church of Light was aware of the problems but its influence on the imperial government had been reduced by scandal after scandal. In the borderlands, however, the Church of Light was often the only institution able to see beyond local issues. The campaign world was early renaissance, at least in the central parts of the empire, but hand guns and long guns were never invented.

The Rules

Stats

There are 3 stats: Strength (STR), Dexterity (DEX) and Mind (MIND). Stats for each character are generated by one of the following four methods (selected by the GM):

Random (Average): Roll 3d6, Total the 3 dice and allocate to one of the stats. Repeat for remaining stats.

Random (Heroic): Roll 4d6 then drop the lowest die, totaling the remaining 3 dice, assign the result to a stat. Repeat for remaining stats.

Point Buy (Average): Characters have 33 stat points (44 in *Microlite74 Extended*). Assign these points to the character's stats with a minimum of 3 and a maximum of 18 in each stat.

Point Buy (Heroic): Characters have 39 stat points (52 in *Microlite74 Extended*). Assign these points to the character's stats with a minimum of 3 and a maximum of 18 in each stat.

Stat bonus = (STAT-10)/4, round toward zero.

Races

Humans get +1 to any 2 stats. Experience base modifier of +0. *Special Abilities:* none

Dwarves get +2 to STR. Experience base modifier of +5. *Special Abilities:* +4 to any save vs. a magical effect; note slanting passages, traps, shifting walls and new construction in underground settings (d20 + MIND bonus; DC 12 if carefully checking, DC 16 if just passing through area); speak languages of dwarves, gnomes, kobolds and goblins; can see in darkness half as well as in light.

Elves get +2 to MIND. Experience base modifier of +5.

Special Abilities: +2 to hit and damage goblinoid monsters; note secret/hidden doors (d20 + MIND bonus; DC 12 if carefully checking, DC 16 if just passing through area); speak languages of elves, orcs, hobgoblins, and gnolls. Leave no tracks.

Halflings get +2 to DEX. Experience base modifier of +3.

Special Abilities: +4 to any save vs. a magical effect; +2 to hit and damage with slings and light bows; can blend in background (d20 + DEX Bonus; DC 12 if outdoors, DC 16 if indoors - this is an extraordinary ability above and beyond simply hiding in available cover which anyone can try to do).

Classes

The classes are Fighter (also called Adventurer) and Cleric. Characters normally begin at Level 1 (unless directed otherwise by the GM). The maximum possible level is Level 12.

Fighters wear any kind of armor or weapon and may use shields. *Physical Combat Bonus* is level/2, round up. *Magical Combat Bonus* is level/4, round up. Experience Base is 20. They add +1 to all attack and damage rolls. This increases by +1 at 5th level and every five levels thereafter. Class Saving Throw Bonus is +3.

Clerics can wear light or medium armor and use shields, but cannot use edged weapons. *Physical Combat Bonus* is level/3, round up. *Magical Combat Bonus* is level/2, round up. Experience Base is 20. They cast divine spells. Clerics of the Lord of Law must be of Lawful alignment. Clerics of the Lord of Chaos must be of Chaotic alignment.

Class Special Abilities

Some classes have special abilities which are described in this section.

Fighter Special Abilities: All Fighters have the following special ability:

Cleave - After a Fighter kills an opponent, he may immediately make another attack against any still-standing foe within 5 feet. The maximum number of attacks he can make in one round is equal to twice his level.

Fighters may select one special ability from the following list at levels 3, 6, 9, and 12. Each special ability may only be selected once.

Accuracy - A Fighter with this special ability rolls one die size larger for damage (1d6 instead of 1d4, 1d8 instead of 1d6, etc.) with thrown or missile weapons.

Berserker Rage - A Fighter with this special ability may go into a berserker rage when in combat. During a berserker rage, the Fighter always attacks the nearest foe (determine randomly if multiple foes in range). His ferocity adds his level to his attack roll and his damage. To break off combat (before all foes are dead) the berserk Fighter must make a MIND save versus a DC of 10 (plus 2 for every opponent still standing) in order to break off from fighting. Each round the Fighter is berserker costs him 2 hp, subtracted immediately after the berserker rage ends. A berserk Fighter cannot use any combat stunts nor the Find Weakness, Leadership, or Tactical Expertise special abilities.

Brutal Attack - A Fighter with this special ability rolls one die size larger for damage (1d6 instead of 1d4, 1d8 instead of 1d6, etc.) with melee weapons.

Danger Sense: A Fighter with this special ability has a sixth sense for danger and can never be surprised so long as he is conscious and aware.

Dodging - When not wearing armor (and conscious and able to move), a Fighter with this special ability may add his level (plus 1 for every point of dexterity above 15) to his AC.

Find Weakness - When attacking an unaware opponent, a Fighter with this special ability may ignore any AC bonus the opponent has due to armor worn. He is hitting at his opponent's

weak, exposed areas.

Leadership - When a Fighter with this special ability is leading a group of hirelings under their command, the hirelings subtract the Fighter's level in any morale checks and add the Fighter's level to their attack and damage rolls.

One Shot - A Fighter with this special ability incapacitates opponents (knocks unconscious or otherwise out of combat) whose hit dice or level are less than or equal to the Fighter's level on a critical hit (in addition to the normal effects of a critical hit).

Striker - A Fighter with this special ability makes a critical hit on a natural roll of 19 or 20.

Tactical Expertise - A Fighter with this special ability has a number of Tactics Points per day equal to twice his level plus one for every point of intelligence above 13. These points are spent directly before the attack roll of anyone in the Fighter's party, giving a +1 per point spent. Tactics Points can also be spent before any enemy's attack roll, giving a -1 per point spent.

Terrifying Style - A Fighter with this special ability has a terrifying combat style. Opposing side must check morale every time he makes a critical hit.

Unarmed Combat - A Fighter with this special ability does 1d6 damage with his bare hands (instead of the standard 1d2 bare handed damage).

Cleric Special Abilities: The cleric must have a holy symbol of his religion in hand to use these abilities.

All Clerics have the following special abilities:

Minor Divination - A cleric may spend 10 minutes in prayer asking his deity whether or not a specific action would have generally good or generally bad results *from the deity's point of view*. The cleric will have vague feeling of rightness or wrongness. A cleric may do this at most 1 per day (+1 additional time per day every 5 levels).

Smite - A cleric may imbue his normal weapon with holy power allowing it to hit monsters that normally require silver or even magical weapons to hit. Spending 1 HP before making the attack roll will allow hitting monsters that require silver (or other special non-magical) weapons to hit. Spending 2HP before making the attack roll will allow hitting monsters that require magical weapons to hit.

Prayers - A cleric may cast divine magic in the form of prayers. See the true Magic and Prayers section for details.

Clerics of the Lord of Law also have the following special abilities:

Turn Undead - Roll 1d20 + CHA Bonus + level versus a DC of 10 + twice the Hit Dice of the undead. One undead flees per point over the roll needed. Turning Undead costs HP equal to the number of hit dice possessed by the highest HD undead the cleric is attempting to turn.

Herbalism: Clerics of the Lord of Law are familiar with the magical methods of selecting and preparing herbal elixirs, poultices, etc. with the effects of divine healing spells (effect level is listed in parenthesis): Cure Light Wounds (1), Gentle Repose (2), Cure Blindness (3), Cure Deafness (3), Cure Disease (3), Cure Serious Wounds (4), Neutralize Poison (5), Restoration (7). Successful creation requires access to water, ingredients (50 gp per use per effect level), and a successful roll of 1d20 + Magic Attack Bonus vs. a DC of 10 + (3 x Spell Level). Effects equal to 1/2 the cleric's level (round up) can be created. Herbal creations may be used up to 24 hours after creation. Herbal creations affecting disease or poison must be created for a specific disease or poison.

Clerics of the Lord of Chaos also have the following special abilities:

Command Undead - Roll 1d20 + CHA Bonus + level versus a DC of 10 + twice the Hit Dice of the undead. One unintelligent undead falls under the control of the Cleric per point over the roll needed. Intelligent undead affected consider the cleric a true friend. In either case, the effect lasts for 1 ten minute turn per level of the Cleric. Commanding Undead costs HP equal to the number of hit dice possessed by the highest HD undead the cleric is attempting to turn.

Animate Dead: Clerics of the Lord of Chaos can create undead skeletons or zombies under control of cleric from dead bodies, up to a maximum of 1d6 per level per month. The cleric must be able to touch the body to be animated, perform a one hour ritual and expend 2d6 hit points. Control of a skeleton or zombie can be permanently transferred to another intelligent being of chaotic alignment at any time by touch the undead and the new controller at the same time, ordering the undead being to obey the new controller, and expending 1d6 hit points.

Background

Characters may select, with the approval of the GM, a one or two-word background that represents a broad base of skills and knowledge. If the campaign setting includes multiple cultures, a third word representing the character's home culture may be added. Example backgrounds: Burglar, Farmer, Merchant, Desert Nomad, Noble, Shaman, Templar, Thyatian Mercenary, Ritualist, etc. Backgrounds need not be related to the PCs class, e.g. a player who creates a deeply religious fighter skilled in the arts of vision interpretation, divination and oration might pick 'Prophet' as a background. Backgrounds may not duplicate a class.

The GM will consider the character's background just as he would the character's class when deciding if a character will succeed with an action. For example, a character with an "Engineer" background should have a much better chance of damming a creek or building a bridge over it than a character with a "Courtier" background.

Skills

There are no specific skills in Microlite74. Instead players are expected to think like adventurers, tell the GM what they are doing and the GM decides if it will succeed in the situation, taking into account the characters' classes and backgrounds. If the GM decides a random success chance is truly needed he may resolve the situation with a roll of his choice or he may call for one of the following rolls:

Primary Skill Roll: 1d20 + Stat Bonus + Class Level if the character is attempting something directly related to their class or background.

Secondary Skill Roll: 1d20 + Stat Bonus + (Class Level/2, round up) if the character is attempting something only loosely related to their class or background.

Minor Skill Roll: 1d20 + Stat Bonus + (Class Level/3, round down) if the character is attempting something not really related to their class or background.

When the GM calls for a skill roll, he will declare the type of skill roll, which stat the skill roll falls under, and any situational modifiers and the player will make a skill roll. (The GM should make the roll in secret if seeing the result would give the player more information than his character should have.)

Roll higher than the GM assigned Difficulty Class to succeed. Unless the GM rules otherwise, a natural roll of 20 always succeeds for a Primary Skill Roll. Suggested Difficulty Classes: Easy - 8, Normal - 12, Difficult - 16, Hard - 20, Very Hard - 24, Legendary - 28, Unbelievable - 32.

Basic Adventuring Skills: Unless a player specifies otherwise about a character at character creation, all characters are assumed to have basic practical adventuring skills such as maintaining weapons and armor, riding a horse, setting up a camp, swimming, climbing, cooking, first aid, etc., and have a

rough idea of the value of common coins, trade goods, gems, and jewels. Success should simply be assumed unless there are unusual conditions.

Languages: All character races speak common. Other intelligent beings speak their own languages (20% chance of also speaking common). Beings with a MIND over 10 may speak one additional language per point of MIND over 10 (these are in addition to any languages known by race).

Talents: At level 2 (and every 2nd level thereafter), characters may select one narrow area of skill where they are better than average: something they are "Good at." This talent should be either something directly related to their class or background -- or something they have spent game time and/or money learning. If the player wishes (and the GM approves), instead of selecting a new talent a talent the character is already "Good at" be improved to "Expert at" at a later level and a talent the character is "Expert at" may be improved a final time to "Master at" at yet a later level. The GM will consider the character's talents just as he would the character's class and background when deciding if a character will succeed with an action.

Talents let characters choose to be better than average in some specific, limited field. For example, while any character can try to swing from vines, a character that is "Good at: Swinging from Vines" is going to be more successful at it than the average character. If you need to assign numerical benefits to talents for when a success roll is needed, +2 per level is a good place to start for most talents (i.e. Good at +2, Expert at +4, Master at +6).

Saving Throws

When subject to an unusual or magical attack, characters generally get a saving throw to avoid or reduce the effect. To make a saving throw, roll 1d20, add modifiers based on the type of saving throw (and any circumstantial modifiers set by the GM). A natural roll of 1 automatically fails. A natural roll of 20 automatically succeeds. Otherwise, the saving throw is successful if the total of the roll and modifiers is 20 or greater. Standard Modifiers are the total character's Class Saving Throw Bonus, the character's Level/2 (round down), and a Stat/Class bonus based on the type of saving throw.

Types of Saving Throws: There are three types of saving rolls: Fortitude (FORT), Reflex (REF), and Will (WIL). *Fortitude:* These saves measure ability to stand up to physical punishment or attacks against vitality and health. Add STR bonus to Fortitude saving throws. *Reflex:* These saves test ability to dodge area attacks. Add DEX bonus to Reflex saving throws. *Will:* These saves reflect resistance to mental influence and many magical effects. Add MIND bonus to Will saving throws.

Alignment

Basic Alignment: There are three basic alignments: Light, Dark, and Neutral. Only intelligent beings have alignment and the vast majority of those tend to be neutral. Player Characters should select an alignment for their characters.

Light: Light aligned characters try to avoid unnecessary harm to others by their actions or inaction. They often put the good of society/everyone over the immediate good of themselves and their friends. They are usually willing to help others/society even if doing so is somewhat inconvenient. If given power over others, they tend to use it for the good of all. Light aligned characters always follow the Lord of Light.

Dark: Dark aligned characters only care about themselves and those who are currently useful to them. While they may not go out of their way to harm others, they do not care if others are harmed as long as they succeed at their personal goals. They are generally only willing to help others/society if they get something they want or need out of it. If given power over others they tend to abuse it and use it mainly to help themselves. Dark aligned characters usually follow the Lord of Darkness.

Neutral: Neutral characters tend to put themselves and their friends first, but will generally not allow others to come to

unnecessary harm or inconvenience in order to succeed. They are willing to help others/society so long as doing so is not inconvenient. If given power over others, they tend to use it for good, but they and their friends come first. Neutral characters usually follow the Lord of Light, but often give little more than lip service to their religion except when it is personally useful to do otherwise.

Virtues and Vices (Optional): As in real life, each character has virtues (admirable character traits) and vices (not so admirable character traits). Players select six traits from the lists below before play starts. Neutral characters must select three from each list. Light aligned characters must select at least one (but no more than two) vices. Dark aligned characters must select at least one (but no more than two) virtues. Players can select virtues and vices not on the list with GM approval.

Virtues	Vices
Academic	Arrogant
Austere	Bigoted
Bold	Capricious
Cheerful	Cowardly
Compassionate	Egoistical
Courageous	Fearful
Daring	Hateful
Determined	Hidebound
Fair	Impulsive
Faithful	Insensitive
Friendly	Lazy
Generous	Manipulative
Gregarious	Miserly
Honest	Petty
Hopeful	Power Hungry
Industrious	Rude
Just	Self-Centered
Kind	Spendthrift
Patriotic	Stubborn
Thoughtful	Thoughtless
Thrifty	Vengeful

Minor Magic

Weak magic is very common, but powerful magic outside of prayers granted by the Lords of Law or the Lord of Chaos is rare. Many (about 25%) intelligent beings are able to use the weak type of magic known as Minor Magic (or Sorcery), such beings are known as sorcerers. Assume all player characters and major NPCs are among the 25% able to do so. Minor Magic gives every sorcerer three abilities: Sorcerous Casting, Sorcerous Blast, and Sorcerous Dueling.

Sorcerous Magic - Sorcerers can cast minor "everyday/non-combat" magic at will. Basically, any everyday thing someone could do mundanely that does not cause harm to another being, a sorcerer can do with minor magic. Attempting something the GM considers abusive fails and causes the magic-users wand to explode (doing 1d6 backfire damage to the magic-user unless a WIL save is made). Usable once per round if no other action taken. Requires waving a handmade wand. Cost 1 HP per use.

Some examples: Light a candle or pipe with a flame from the wand tip. Dust things - at first level a minor magic spell might be needed for each shelf or piece of furniture, while at third level a single spell might dust a room and at sixth level the magic-user's the entire floor of a house or tower. Tie or untie a knot. Float coins from the magic-users coin purse to a merchant's hand. Open a cabinet. Mix drinks. Dress/undress.

Sorcerous Blast - A sorcerer can shoot a dart of magic energy from the tip of their handmade wand once per round provided no other action is taken. They must roll to hit the target normally. Range: short 60; medium 120; long 180. Usable once per round if no other action taken and does 1d4 damage if it hits. No saving throw is allowed. Requires pointing a handmade wand at the target and costs 2 HP per use. The visible effects can be whatever the sorcerer desires; note that this does not affect damage, it only adds color to the ability.

Sorcerous Dueling - By forgoing their action on their turn, a sorcerer can engage another sorcerer in a Sorcerous Duel.

On each of their turns, both combatants roll a d20 and add their Magic Attack bonus - whoever scores higher wins that round. Each round costs the combatants 1HP, and each round they succeed, they do damage equal to their Magic Attack bonus (minimum 1HP) to their opponent. A draw roll means both opponents take 2HP damage. An opponent can leave a duel at any time, but takes the opponent's Magic Bonus as damage (as though they had scored a successful hit).

Both players and GMs should make their descriptions vivid and entertaining - but appropriate to the level of the combatants. A 1st-level mage and a Kobold Shaman will be throwing sparks and stings at each other, while 20th-level mages and demigod wizards will have battles that look more like Rush album covers.

With special training, sorcerers can have one or more of the following special sorcerous abilities:

Alchemy - Alchemists can brew both mundane and arcane potions. Arcane potions are listed in the Spells and Potions section. Each arcane potion has a cost for ingredients, a chance of finding those ingredients for sale in a large city, a brewing time, and a DC. With access to the potion recipe, water, ingredients, and a successful roll of 1d20 + Magic Attack Bonus vs. the DC of the arcane potion rolling after the end of the brewing time, the arcane potion is successfully created. In addition to the potions listed on the Arcane Potion list, alchemists can brew a large number of everyday potions (e.g. cures for specific diseases, antidotes for a specific natural poison, household cleaning potions, etc.). The brewer will know the specific formula for a specific everyday potion on a MIND-based skill roll. If he has the needed materials and brewing equipment, he may brew the everyday potion (succeeding on a MIND-based skill roll). The GM will set the time (generally ranging from a few hours to a week) and materials costs for everyday potions. Many everyday potions can be purchased at an apothecary.

The GM should make the success roll. If brewing roll for a potion fails by 5 points or less, the brewer will know the potion is a failure. Otherwise, the brewer will believe that an arcane potion is correct but the potion will be a potion of delusion that deludes the drinker into believing it is the potion brewed (90% of the time) or a potion of poison (10% of the time). In the case of an everyday potion, the potion will have some odd, prank-like effect instead of the desired effect.

Training in Alchemy adds +6 to the sorcerer's Experience Base.

Spirit Binding - Sorcerers with training in Spirit Binding know how to bind spirits they defeat in spirit combat. Binding a Spirit costs 15 HP and causes the spirit to invisibly hover around the binder. Binding a spirit to an object requires a non-magical item and costs 25 HP. A spirit bound to an item may be given to another person (even the other person is not a Sorcerer) as the spirit treats the owner of the item it is bound to as its binder. If the item is severely damaged or destroyed, the spirit is freed. A spirit who is not bound to an item is freed immediately upon his binder's death.

Bound Spirits will obey their binder and use their special abilities (if any) at his command. If bound to an item the item is like a magic item possessing the spells or special powers of the spirit. Spirits without special powers or spells bound to a weapon can give the weapon magical hit bonus for limited periods of time. The bonus is determined by the maximum Power of the spirit (5-15: +1; 16-30: +2; 31+: +3) which each round the bonus is used costing the spirit 5 points of power. If not bound to an item, the spirit may be ordered to attack another in spirit combat and the binder may use the power of a bound spirit as HP to power a spell or ritual. Power used by a bound spirit for any reason regenerates 1d6 points each day. Hostile spirits may attempt an Ego Roll once a week to attempt to break free of the binding. (Spirits bound to an object may do so only once per

month.)

A Sorcerer may only bind a spirit if its Power is less than the Sorcerer's Level times 6. A Sorcerer may possess no more than his level plus his CHR Bonus bound spirits at any one time. Attempts to bind more automatically fail. Spirits bound to an item and given to another intelligent being do not count against this total.

Training in Spirit Binding adds +6 to the sorcerer's Experience Base.

True Magic and Prayer

Clerical Prayers: The most common form of true magic is clerical prayers. A cleric may cast any prayer from the divine prayer list with a prayer level equal or below 1/2 their class level, rounded up; to a maximum of prayer level 5. They do not need to find or memorize prayers, they automatically have access to all common divine prayers of a level they can cast (certain special prayers of the GM's choice or invention may not be common knowledge and may only be available if found in special books or the like). Standard prayers are listed in the Spells and Potions section.

Casting Cost: Casting a prayer of any kind costs Hit Points. The cost is 1 + double the level of the prayer being cast.

Prayer Level	1	2	3	4	5
HP Cost	3	5	7	9	11

Although there are ways to reduce the cost of casting Prayers, the casting cost cannot be reduced below 2 Hit Points.

Ritual Magic: Any character who possesses a copy of a ritual for casting a particular arcane spell can attempt to perform the ritual and cast the spell. The standard arcane spells are listed in the Spells and Potions section. Ritual magic can only be cast when the caster has a written copy of the spell or ritual, any needed materials (use the Ritual GP Cost from the table below for the cost of materials), and the time and space needed to perform the ritual. Ritual magic is normally the only way to cast arcane spells.

Ritual casting of a standard arcane spell takes the time and costs the HP listed in the table below. Ritual casting of a special ritual takes as long and costs as many HP as the ritual states (that is, the GM assigns these as needed when he creates the special ritual). Multiple people may participate in a casting ritual magic with the HP cost of the ritual divided equally among them. Participants in a ritual casting of any type may not wear armor or be armed with combat weapons. (Required ritual items like sacrificial knives do not count as weapons.)

Ritual Success Roll: At the end of a ritual, the participant with the lowest MIND score must make a Minor MIND skill roll against the Success DC listed in the table below or the ritual fails. If any sorcerers participate in the ritual, the roll is made by the sorcerer with the lowest MIND score and he may make a Secondary MIND skill roll. Every additional sorcerer participating in the ritual (up to a maximum of the ritual level) adds +1 to the roll. If a ritual is interrupted before it is completed, the ritual automatically fails (wasting the entire gp and hp cost of the ritual).

Optional Sacrifices - One or more beings with human or better intelligence may be sacrificed during ritual magic. Each sacrifice made adds 10 minutes to the ritual and provides double the being's level or hit dice in HP to power the ritual. If the sacrifice is an intelligent being, the sacrifice will either add triple the being's level or hit dice in HP to power to the ritual or will add +1 to ritual's success roll. This amount is doubled if the being is truly a willing sacrifice (to six times the being's level or hit dice in HP or +2 to ritual success). Some special rituals may require the sacrifice of intelligent beings. The sacrifice of intelligent beings is normally against the law in civilized societies and is considered a Dark act unless the being is truly a willing sacrifice. Sacrifices may not be raised from the dead except by powerful wish magic or divine intervention.

Ritual Cost Table

Ritual Level	Ritual Length	Ritual HP Cost	Ritual GP Cost	Success DC
1	0.5 hours	10	100	18
2	1 hours	20	200	20
3	2 hours	30	400	22
4	3 hours	50	800	24
5	5 hours	80	1500	26
6	8 hours	130	3000	28

Hit Points and Healing

Hit Points (HP): Hit Points for characters equal STR + 1d8 per Level. If Hit Points reach 0, the character is unconscious and begins to take severe physical injury. Further damage, including any remaining points of damage the attack that reduced hit points to zero, directly reduces Body Points. Hit Points represent stamina, luck, minor cuts and scrapes, etc. Optional: To avoid confusion, "Hit Points" may be renamed "Fatigue Points."

Body Points (BP): All characters have 20 Body Points. If Body Points reach 0, the character is dead. Each two points of body damage an Adventurer has suffered gives a -1 to all attack, success, saving, and similar rolls (also to strike speed).

Recovering Hit Points: All characters recover all hit points after six hours of total rest. If a character has lost Body Points due to wounds, only 50% of total hit points lost are recovered per six hours of rest.

Healing Body Point Damage: Body points lost recover at a rate equal to the character's STR Bonus (minimum of 1 point regained) per full day of rest. If a character with up to 50% Body Point damage (up to 10 points of BP damage if the standard 20 BP is used) performs more than very light activity or careful travel during a day, he has a 50% chance of losing an additional body point. If a character with more 50% of Body Point damaged (11 or more points of BP damage if the standard 20 BP is used) does anything other than rest quietly in bed during a day, he has a 50% chance of losing an additional body point.

Bleeding (optional): A character who has been reduced to 0 hit points by weapon or other trauma-related damage will eventually bleed out and die if their wounds are not bound. A bleeding character must make a STR Save every minute or suffer one body point of additional damage. Binding wounds takes 1 minute per point of body damage taken, but no further bleeding rolls are needed (including while the wounds are being bound). Any healing spell cast on a bleeding character will effectively stop the bleeding.

Healing Magic (Optional): Healing magic is not instantaneous, 1 body point will be cured per 10 minutes of rest after the spell is cast (up to the maximum the spell will cure), if the rest in interrupted any remaining points of healing are lost.

Second Wind (Optional): Once per day, characters may regain 20% of their total hit points (round up) by resting in a safe place for an hour while eating a meal. This amount is reduced by 2 hp per point of body damage (to a minimum of 0 hp recovered).

Monster Body Points (Optional): If the GM does not mind the added complexity, monsters may have Body Points as well. A monster's Body Points are equal to twice the number of hit dice the monster has. This option is not recommended.

Combat

Surprise: At the beginning of an encounter, roll 1d6 for each side. On a roll of 1-2 a side is surprised and may not act at all in the first round. If attacking from an undetected ambush, the ambush victims are surprised on a roll of 1-4. A side cannot be surprised if it is aware of the other.

Initiative and Combat Order: Initiative is determined at the beginning of each round of combat. Each side rolls a d20 (reroll ties) to determine initiative. High roll wins initiative. The combat order is based on initiative: 1) Side that lost initiative declares actions. 2) Side that won initiative declares actions. 3) Side that won initiative acts. 4) Side that lost initiative acts. 5) Any

bookkeeping is done.

Combat Stance: Any character able to act may select a combat stance. Any character who does not announce their combat stance when declaring their actions for the round is assumed to select "Standard." Combat Stances (and their effects) are *Full Defense* (Attack: no attack possible; AC: +2 bonus, +4 bonus with shield, +6 bonus with large shield), *Active Defense* (Attack: -2 penalty; AC: +1 bonus, +2 with shield), *Standard* (Attack: Normal; AC: Normal), *Active Attack* (Attack: +1 bonus; AC: -1 penalty), and *Full Attack* (Attack: +2 bonus; AC: -2 penalty). Spell casters casting a spell cannot select the Full Defense or Active Defense Stance. The Stance Strike modifier is optional.

Actions: Combat is very abstract. Each combat round lasts a minute and includes a lot of jockeying for position, feints, etc. The "hit roll" determines if any damaging blows were delivered during the round. Everyone can do one thing each round; move, attack, cast a spell, etc. The GM may choose to allow some combined actions, like a charge attack, to be one thing. A 5-foot step/shift, drawing a weapon, speaking or similar activities are "free" and do not normally count as an action.

Attack Rolls: Add attack bonus to d20 roll. A natural roll equal to or less the target's Natural Defense (which is 1 unless otherwise stated in the monster description) always misses, otherwise if the result is higher than your opponent's Armor Class (AC), it's a hit.

Melee attack bonus = STR bonus + Physical Combat Bonus
Missile attack bonus = DEX bonus + Physical Combat Bonus
Magic attack bonus = MIND bonus + Magical Combat Bonus

Armor Class (AC) = 10 + DEX bonus + Armor bonus. Basic Armor Bonuses: Light Armor (e.g. leather) +2, Medium Armor (e.g. Chainmail) +4, Heavy Armor (e.g. Plate) +6; a shield adds +1; a large shield adds +2. *Option:* Armor bonus is as listed in parenthesis for the armor type on the equipment table.

Critical Hits: A natural 20 that would otherwise hit is automatically a critical hit doing maximum damage and doing a number of body points damage equal to the number of damage dice rolled (normally 1). Most monsters do not have body points, so a critical hit will do maximum damage plus a normal damage roll to them and cause them to lose their next attack.

Critical Hit Special Effects (optional): When an Adventurer (or a monster, at the GM's option) has selected the Active Attack or Full Attack combat stance for a round and scores a critical hit in melee combat during that round, one of the following special effects may be imposed at the attacker's option:

- *Trip:* Target is knocked prone.
- *Disarm:* Target's weapon or shield is knocked away in a random direction a number of feet equal to half the damage you dealt.
- *Reposition:* Force your target to move to a new location of your choice, up to a number of feet equal to half the damage you dealt (plus attacker's STR bonus). Attacker may move with target if attacker desires.
- *Shield Slam:* If wielding a shield, bludgeon your target with it, dealing damage as a shield bash. Target is then forced back from you a number of feet equal to half the damage dealt by the original attack (plus the attacker's STR bonus).
- *Disorient:* Blow leaves your opponent off-guard. Until the end of his next turn, target is confused.
- *Hinder:* Target is briefly slowed, reducing his speed to five feet until the end of his next turn.

If the movement effect of Reposition or Shield Slam would force the target over a cliff, into a pool of dangerous liquid, or the like, the target gets a DEX save to stop safely at the edge.

Critical Miss Special Effects (optional): When an Adventurer (or a monster, at the GM's option) has selected the Active Defense or Full Defense combat stance for a round and an enemy attacking him during that round rolls a natural 1 on their attack

roll, one of the following special effects may be imposed at the defender's option:

- *Counterattack*: You make a melee attack against your attacker. This is in addition to any other attacks you might make during the round.
- *Disengage*: You dart away from your attacker, moving up to your movement, but you cannot engage another by doing so.
- *Blind*: You spit, throw sand, or otherwise attack your enemy's eyes. Until the end of the next round, he is blinded.
- *Redirect Attack*: Your opponent's attack automatically strikes another creature of your choice within reach of your enemy's weapon.
- *Feint*: You quickly feign an attack against your foe. Until the end of his next turn, your enemy is has a negative modifier equal to your level to all actions.
- *Steal*: You pluck a small unprotected item--usually no more cumbersome than a weighty coin purse--from your foe.

Light Weapons: Adventurers can use DEX bonus + Physical Combat Bonus as Melee attack bonus instead if wielding a light weapon. Fighting classes can wield 2 light weapons and attack with both in a round (making one attack roll at -2). Rapiers count as light weapons, but you cannot wield two rapiers at the same time.

Range Penalties: If the target is relatively close, there is no penalty to hit for range. If it's mid-range for the weapon you're using, take a -2. If it's farther out than that, the GM will assign a -4 to -10 penalty to hit, depending on his judgment of how far away the target is. Optional: If exact distances are known, penalty is -1 per range increment after the first as listed on the equipment table.

Minimum Strength (optional): Characters wielding weapons who lack the minimum strength needed for the weapon as listed on the equipment table are at -1 to hit for each point their STR is below the listed MinSTR.

Cover: Characters behind an object gain +2 to +10 to their AC against ranged attacks, depending on the extent of the cover (light cover = +2 to nearly complete = +10). In some situations, the GM may allow half this AC bonus to apply to saves.

Damage: Light weapons do 1d4 damage. Medium weapons do 1d6 damage. Heavy weapons do 1d8 damage. Add STR bonus and any class damage bonus to Melee damage (x2 for two-handed weapons). *Option*: Weapons do the damage listed for the specific weapon (in parenthesis) on the equipment table.

Shield Special: A character with a shield may choose to have it completely absorb all the damage from any attack (including a critical hit). A non-magical shield shatters when it does so. A magical shield permanently loses one point of its magical AC bonus when it does so, becoming a non-magical shield if its magical AC bonus is reduced to zero.

Special Combat Situations:

Opportunity Attacks: Anyone not surprised and with a ready weapon who is not already involved in a melee combat gets a free attack on opponents trying to move past them – this attack is in addition to their normal attack for the round. If the attack is successful, the opponents takes damage and can move no further that round.

Ranged Attack into Melee: Shooting or throwing into a crowded melee is not a good idea: there is a 50% chance you'll hit a friend instead of an opponent. Fighting classes may take -4 to hit to avoid hitting a friend.

Dodge: A character who is not making an Active or Full Attack may forgo his next attack at any time and dodge out of the way. Roll 1d20 + DEX bonus + Physical Combat Bonus (PCB). The total is the character's effective AC until his next attack. If it's

lower than his real AC, well, the character zipped when he should've zagged. The GM may modify the roll by +2 or -2 (or more) to reflect the terrain and cover of the area.

Aid Another: A character who can make a melee attack on an opponent engaging an ally in melee combat can help that character attack or defend by distracting or interfering with an opponent. Make an attack roll against AC 10. If successful, the ally gains either a +2 (Fighter Bonus +1 for fighting classes) bonus on his next attack roll against that opponent or a +2 (Fighter Bonus +1 for fighting classes) bonus to AC against that opponent's next attack (aiding character's choice), as long as that attack comes before the beginning of the aiding character's next turn. Multiple characters can aid the same ally.

Grapple: A character can make a grapple attack on an adjacent target. A successful attack roll means they are then grappled with their target. When grappled, both the attacker and the defender's AC becomes 10 and neither can make move actions. When grappled, the defender can't make normal actions and must make opposed rolls (1d20 + PCB) against the attacker to attempt to break free. As long as the defender is grappled the attacker can make automatic unarmed attacks on the defender.

Knockout Blow: A character can attempt an armed melee attack against an adjacent creature to stun them. On a successful hit the target is stunned one minute for every point the attacker rolled higher than their defense. Rogues add their level in minutes to this time.

Combat Tricks/Stunts: Declare what the trick/stunt attack is going to do. It could be anything from knocking a weapon from your opponent's hand to blowing his hat off or extinguishing a lantern. Other possibilities could be stapling the target to the wall through his clothing with a thrown weapon, tying him up with a bola, tripping him and so on.

The attack roll is made at -8 (-6 for fighting classes). If the roll is successful and the target is alive and aware of the attack, the target makes a defense roll (a normal attack roll) against a DC equal to the adjusted attack roll (with the to hit penalty). If the defense roll fails, the target suffers the exact effect described. If the defense roll succeeds, then the attack is treated as a normal attack against the target's AC (with the penalty), which may result in normal damage. *Option*: The defense roll is automatically failed if the target has a combat stance of Active Attack or Full Attack.

Against an inanimate object, if the attack roll (with the penalty) is successful, the stunt works. No defense roll is needed.

Combat Casting: In combat, if a cleric is hit and takes damage (or other effect that could interfere with spell casting like paralysis) before casting a prayer, the prayer fizzles. This costs the caster 1 HP per level of the spell he was attempting to cast and the caster loses his action for the round.

Morale: While a few monsters, such as mindless creatures, are fearless and will fight to the death, most monsters have a strong desire to survive and will not continue to fight when the battle is going against them. They will instead seek to retreat, to flee, or even to surrender. The GM decides when monsters abandon the battle and retreat, based on the situation and the monster's intelligence. Monsters are assigned a Morale Rating (from 2 to 12, with 2 being a complete coward and 12 being totally fearless) to help the GM make these decisions. If the GM wishes, he may simply roll 2d6 and have the monsters break off combat if the number rolled is greater than the monster's Morale Rating.

Energy Drain: Certain undead and demonic monsters can drain energy levels from characters. Each energy level drained reduces the character's level by one. The character may regain the level normally via experience. If the standard energy drain rule seems too harsh, try the following instead. Each energy level drained subtracts one from any roll to which the character would add his level (or his level/2). 1 point of energy drained is recovered every L days where L is equal to the hit dice of the monster that drained the energy level.

Hirelings

Players may find it useful to have their characters hire bearers to carry light sources into ruins and dungeons (and to carry treasure out) and men-at-arms to aid in combat. In some areas there may be a guild where such people may be found and hired, in other areas characters may have to advertise. Pay must be negotiated and what will be asked will depend on the situation the hirelings think they may get into and the reputation of the characters hiring them.

Bearers have 2 hit points and generally will only fight if cornered and there is no other choice – even then their effective level (used in attack rolls) is -2. They will carry light sources and baggage willingly so long as they are paid, fed, treated well, and not exposed to much mortal danger. Minimum pay: 1 SP/day.

Men-at-Arms will fight but consider being used as a bearer (except of treasure they get a share of) to be beneath them. Green Men-At-Arms have 4 hit points, an effective combat level (used in attack rolls) of 0 and can use whatever armor and weapons their employers provide. Minimum pay: 5 SP/day plus 1/20 of a share of any non-magical treasure found. Veteran Men-at-Arms have 7 hit points, an effective combat level (used in attack rolls) of 1 and can use whatever armor and weapons their employers provide. Minimum pay: 1 GP/day and 1/10 a share of any non-magical treasure found. Men-at-Arms will serve willingly as long as they are fed, paid, treated well, and not asked to take unusual risks that their employers are not taking with them.

Monsters

See the Microlite74 Monster List or use the monster descriptions in any 0e game (substituting d6 for hit dice and damage if needed). To create new monsters quickly: Pick a name, assign a level, hit dice = level, hit points = 1d6 per level, magic save = 10 + level, all attack bonuses = level, damage = 1d6 for ordinary claws, bites, and weapons, 2d6 for large maws, giant clubs, 3d6 for dragon bites and the like, AC = armor equivalent; pick special abilities as the level increases. Special attacks act like magic attacks against an appropriate defense. Intelligent monsters may have classes at the GM's option. If needed, assign stats to suit. Equip and add abilities as required.

Mooks (optional): Sometimes a GM may want to use a large number of monsters but not want to carefully track each one. Mooks are "cannon fodder" monsters that have 1 hit point per hit die, never make a saving throw, and always run away or surrender if the battle is obviously going against them. Any hit from a Fighting Class character will likely kill a mook. Mooks cannot be told at a glance from non-mook monsters. Mooks make excellent minions for powerful leaders as they are very effective against normal people even if they cannot stand long against PCs and NPCs with class levels.

Spirits

Spirits of many types occupy the spirit plane. These spirits can be summoned to the material world and even bound by intelligent material beings. When a spirit is encountered it will generally either attack or flee. If a spirit attacks, the spirit rolls a d20 and adds its power. The material being makes a magic attack roll. The higher roll wins and does the difference between the rolls in spirit damage. Spirit damage reduces a spirit's power, but just accumulates in a physical being. If the spirit's power reaches zero it loses the combat and may be bound (if the defender wishes and knows how). If the material being takes a total of 20 points of spirit damage from a specific spirit, it is unconscious and may be possessed by the attacking spirit (becoming a NPC until the spirit is exorcised).

Spirits have names, personalities, intelligence (which gives them a MIND stat), power, and may have special powers that they can manifest if they possess a body or are bound.

MIND: 2d6+6

Power: Weak: 2d6; Average: 2d6+6; Above Average: 2d6+12; Strong: 2d6+18; Powerful: 2d6+24; Very Powerful (2d6 +32) If bound by a spell-caster, their Power points may be used by their binder as HP to cast spells. Power points regenerate daily.

Languages: Spirits know one language for each point of intelligence above 10.

Spirit Magic: There is a 50% chance a spirit knows a handful of divine prayers (95% chance) or arcane spells (5% chance) that they can cast if they possess a body or can be forced to manifest on command if they are bound.

Divine Prayers: Spirits who know prayers follow the Lord of Darkness 50% of the time. The total number of levels of prayers known depends on the power level of the spirit: Weak: 1d2 (max level 1); Average: 1d4 (max level 2); Above Average: 1d6 (max level 3); Strong: 1d8 (max level 4); Powerful: 1d10 (max level 4); Very Powerful: 1d12 (max level 5). Roll a d20 to determine the level of a spell known (rerolling if the level is higher than the max level): 1-8: Level 1; 9-14: Level 2; 15-18: Level 3; 19: Level 4; 20: Level 5. Prayers cast drain twice the prayer's level in hp from the spirit's total.

Arcane Spells: Rare spirits know and can cast arcane spells (directly, not as a ritual). The total number and levels of spells known depends on the power level of the spirit: Weak: 1d2 (max level 1); Average: 1d3 (max level 1); Above Average: 1d4 (max level 2); Strong: 1d5 (max level 2); Powerful: 1d6 (max level 3); Very Powerful: 1d8 (max level 3). Roll a d20 to determine the level of a spell known (rerolling if the level is higher than the max level): 1-14: Level 1; 15-19: Level 2; 20: Level 3. Spells cast drain twice the spell's level in hp from the spirit's total.

Spirit Powers: Spirits who do not know any prayers or spells have a 50% chance having a number of supernatural powers that they can manifest if they possess a body or can be forced to manifest on command if they are bound. Roll on the Spirit Powers tables below (the GM may modify or replace these tables). Some spirits may also take physical form to act as combatants in service of their binder.

Spirit Powers:

d20 Roll Number of Powers

1-6	1 lesser
7-10	2 lesser
11-13	2 lesser, 1 greater
14-16	3 lesser
17-18	3 lesser, 1 greater
19	2 greater
20	3 greater

Lesser Spirit Powers:

d20 Roll Power

1-2	Charm Person 1/day
3-4	Crystal Ball 3/day
5-6	Cure Light Wounds 3/day
7-8	Inflict Light Wounds 3/day
9-10	Knock 1/day
11-12	Light or Dark 1/day
13-14	Telekinesis, 10 pounds, 3/day
15-16	Purify or Putrefy Food and Drink 1/day
17	Read Languages 3/day
18	Read Magic 3/day
19	Speak with Animals 3/day
20	Take physical form 1 hour/day; AC 12, HD 2

Greater Powers:

d20 Roll Power

1	Animate Dead, 2d6 undead, 1/week
2-3	Contact Other Plane 1/week
4	Cure Serious Wounds 2/day
5	Dimensional Door 1/day
6	Dispel Magic, 1/day
7-8	Fly for 1 hour/day
9	Hold monster 1/day
10	Invisibility 1/day
11-12	Levitate, 1 turn duration, 3/day
13-14	Phantasmal Force, 1/day
15	Protection from Normal Missiles 1/day
16-17	Remove Curse 1/day
18-19	Take physical form 1 hour/day; AC 14, HD 5+2,

Move 6
20 Telekinesis, 100 pounds, 1/day

Ego Conflicts: Each spirit will have an ego equal to its MIND +1 for every lesser power or divine prayer known and +5 for every greater power or arcane spell known. The Ego of a material being is equal to its CON + MIND + level. A possessed being may try once per day to throw out a possessing spirit, however, its ego for future attempts falls by one for every unsuccessful attempt. Ego conflict is resolved by each side rolling 1d20 and adding their Ego, higher result wins. If a bound spirit's ego is greater than his binder's ego, the spirit may elect to restart spirit combat in an attempt to break its binding.

Other Hazards

Falling: 1d6 damage per 10', half damage on REF save. DC=depth fallen in feet
Spikes: add +1 point to falling damage per 10' fallen, max +10
Poison: FORT save to avoid or for half damage, depending on poison. Effect varies with poison type.
Extreme Heat & Cold: If not wearing suitable protection, FORT save once every 10 minutes (DC 15, +1 per previous check), taking 1d6 damage on each failed save.
Starvation: Characters generally need 2 pounds of food per day. After 2 days without food, a character takes 1d6 damage per additional day without food and no longer heals lost HP.
Dehydration: Characters generally need 1 gallon of water per day. Each day after the first without water, a character loses 25% of his full HP in damage (and can no longer heal).

Level Advancement

Characters get Experience Points (XP) when their party defeats monsters. Experience Points (XP) = Hit Dice of defeated monsters. Add +1 for each doubling of the number of foes. e.g.: 1 kobold (a 1 hit die monster) = 1 XP. 2 kobolds = 2 XP. 4 kobolds = 3 XP, 8 kobolds = 4 XP etc. Add +1 or +2 XP (GM's discretion) if the foes have dangerous special abilities.

Characters also earn a GM-assigned amount of experience points for defeating traps, solving puzzles, excellent roleplaying, and the like. The GM should assign XP depending on the situation (usually from 1 to 5 XP).

Individual characters can also earn experience points from spending money found in treasures (or taken from monsters) in totally frivolous ways (e.g. wine, women, song, donations to a temple without getting anything in return, generic "training," etc.). A character earns 1 XP for each 100gp (round down) so spent.

Add up the Experience Points (XP) of every successful encounter you take part in plus any earned from GM specials and treasure spent. When the total is equal to your Experience Base x your current level, you've advanced to the next level. Reset the total XP to 0 after advancing.

Each level adds +1d6 to Hit Points and the character's Physical Combat Bonus is recalculated. (Note that both the above are already included in the attack and hit point formulas given in the rules.)

Fighters gain +1 to their attack and damage rolls at levels 5,10,15,etc.

Clerics and Magic-Users gain access to new spell levels at levels 3, 5, 7, 9, and (Magic-User only) 11. When a Magic-User gains access to a new spell level he gets one spell of the new level added to his spell books. The player may select the spell subject to GM veto.

Example: Four newly minted second level adventurers have just completed a dungeon adventure. They each need 40 XP to reach third level. Their expedition was extremely successful. They defeated 22 XP worth of monsters and earned 7 XP from traps and other GM specials for a total of 29 XP each. The party's cleric earned 4 XP for great roleplaying while risking her life to save the party from an angry spirit. The party also found and recovered 2900gp in treasure from the dungeon. That's

725gp each. The cleric decides to donate the entire sum to her temple, and earn 7 more XP. This gives her 40 XP. She goes up to third level and her XP total is reset to 0. The other party members have 29 XP each.

Equipment

Suggested starting packs for new characters:

Pack A	Pack B	Pack C
backpack	backpack	backpack
bedroll	bedroll	bedroll
hooded lantern	10 torches	tent
10 oil flasks	10 oil flasks	10 torches
flint & steel	flint & steel	flint & steel
shovel	chalk	hammer
2 sets of caltrops	10 ft. pole	10 iron spikes
signal whistle	mirror	grappling hook
pen & paper	crowbar	50 ft. rope
water skin	water skin	water skin
iron rations for four days	iron rations for four days	iron rations for four days

Finally, add the following, based on your Class:

Fighter: Vial of holy water, medium armor (AC +4), a one handed weapon + shield, or a two handed weapon, and 5 gold pieces
Cleric: Silver holy symbol, light armor (AC +2), a one handed weapon + shield, and 5 gold pieces

Optional Rules

The following rules are optional. The GM decides if they will be used.

Encumbrance: Characters can carry twelve (plus STR bonus) items in addition to armor, primary weapon, and possibly a shield; six items can be readily available dangling from a belt or slung over the shoulders, but everything else goes into the backpack. Small collections of things (10 flasks, 20 arrows, 50 gems, 100 gold pieces) count as a single item.

Energy Drain: If the standard energy drain rule seems too harsh, try the following instead. Each energy level drained subtracts one from any roll to which the character would add his level (or his level/2). 1 point of energy drained is recovered every L days where L is equal to the hit dice of the monster that drained the energy level.

0e Conventions

Almost any material you come across for 0e or other early editions of the world's most popular roleplaying game can be used in Microlite74 with little modification. However, there are some descriptive conventions that 0e used that may need explanation.

Time Conventions: 0e talks about time in terms of rounds (combat rounds) and turns. A round was 1 minute and a turn was 10 minutes.

Movement/Distance Conventions: 0e gave distances in inches. When underground or in buildings or the like, one inch equaled 10 feet. When outdoors, however, one inch was 10 yards. Yes, this meant spell and weapon ranges were greater outdoors than indoors. Normal human movement (when carefully exploring) was 12" per move, with two moves per turn. Carrying too much weight cut this down to 9" or even 6". Running movement was double the above.

Descending Armor Class: 0e and other pre-SRD editions used a descending Armor Class system where an unarmored character was AC 9 (AC 10 in some editions) and better armor used lower numbers (e.g. AC 5 was Chain, AC 2 was plate). Magic armor could even have a negative armor class. Microlite74 uses the ascending Armor Class system used in the OGL SRD. If you have old adventures using the original descending AC system and wish to use them, it is easy to convert descending ACs to ascending ACs.

Unarmored AC is 9: If the adventure is for 0e (or other edition

where the unarmored AC is 9), subtract the descending AC listed in the adventure from 19 to get the ascending AC used by Microlite74.

Unarmored AC is 10: If the adventure is for 1e or 2e (where the unarmored AC is 10), subtract the descending AC listed in the adventure from 20 to obtain the ascending AC used by Microlite74.

Dungeon Exploration Conventions

Light: Humans and many other races require a light source (or magical ability) to see in the dark. Torches, lanterns, etc. will produce limited areas of light (generally 20 feet of bright light and a further 10 feet of dim light), but they also make it easy for monsters to see the party coming, making surprise impossible. Torches can be blown out by strong gusts of wind (d6 roll: blown out on a 1 or 2). Most monsters living in a dungeon have infravision or some other means of seeing in the dark; however these methods do not work in the presence of a light source.

Seeing Monsters: Unless surprised, characters will see monsters when they are 2d4 x 10 feet apart. Surprise distance is 1d3 x 10 feet.

Wandering Monsters: The GM should roll 1d6 every 1d3 turns for wandering monsters (more often if the party is making a lot of noise or otherwise attracting attention). On a roll of 1, wandering monsters stumble across the party from a random direction and distance.

Avoiding Monsters: Unintelligent monsters normally automatically attack. Intelligent monsters may follow their orders, make a reaction check, automatically attack, etc. depending on circumstances. Unless surprised a party may try to flee to avoid a battle. Monsters will generally pursue if there is less than 120 feet between the two groups. Monsters will only pursue around a corner or through a door on roll of 1 or 2 on a d6 (1 if a secret door is used). Fire will deter many monsters. Food will distract many monsters: unintelligent monsters 90% of the time, semi-intelligent monsters 50% of the time, intelligent monsters 10% of the time. Treasure may also distract monsters: unintelligent monsters 10% of the time, semi-intelligent monsters 50% of the time, and intelligent monsters 90% of the time. All chances may be adjusted by the GM depending on circumstances.

Rest: One turn in six must be spent in rest or all characters suffer a -1 to all d20 rolls per rest missed. Time spent searching is not time spent resting.

Doors: Most dungeon doors must be forced open by strength; a character may make a FORT save to attempt to force a door open. Doors with locks must be picked or forced at a minus equal to the dungeon level. Most dungeon doors will automatically close unless held or spiked open (spikes slip 20% of the time). Dungeon doors usually open automatically for monsters unless held closed.

Characters may wish to listen at doors before opening them. Unless a character has special listening abilities, a roll of 1 on a d6 will allow the character to hear through the door – if there is anything to be heard.

Traps: A trap will usually spring on a d6 roll of 1 or 2 when a character passes over or by them or otherwise triggers them.

Secret Passages: Unless a character has racial abilities with secret passages, characters will detect secret doors/passages doors on a d20 + MIND bonus roll (normal DC 16). A 10 x 10 foot area may be searched in a turn by a single character.

Wilderness Exploration Conventions

Seeing Monsters: Unless surprised, characters will see monsters when they are 4d6 x 10 yards apart. Surprise distance is 1d3 x 10 yards.

Wandering Monsters: The GM should roll 1d6 every day of travel for wandering monsters. If the party is camping, an additional roll should be made at night. If a wandering monster is indicated (roll varies by terrain, see terrain table below), wandering monsters stumble across the party from a random direction and distance. At night, the GM should randomly determine which watch is on duty when the attack is made.

Avoiding Monsters: Unintelligent monsters normally automatically attack. Intelligent monsters may follow orders, make a reaction check, automatically attack, etc. depending on circumstances. Unless surprised a party may try to flee to avoid a battle. Monsters will generally pursue so long as the party can be detected, there is a 50% chance monsters faster than the party will catch it (30% chance for monsters about as fast as the party) in each hex traveled through. Woods or swamp reduce the chance of being caught by 25%. Monsters will pursue into another hex on the map 50% of the time. The chase continues until combat occurs or the monsters break off. The party must rest for one-half day for each hex travelled during a pursuit. All chances may be adjusted by the GM depending on circumstances.

Becoming Lost: A group travelling off a well-marked trail or road without an accurate map or a knowledgeable guide may become lost. The chance of becoming lost is rolled on a d6 and depends on the type of terrain the party is in (see table below). If lost, the party actually moves in a random direction but believes they have moved in the direction intended.

Terrain Chart

Terrain Type	Chance Lost	Chance of Encounter
Plains	1	1
Woods	1-2	1-2
Forest	1-3	1-2
River	1	1-2
Swamp	1-3	1-3
Hills	1	1-2
Mountains	1-2	1-3
Desert	1-3	1-2

Donate to the RetroRoleplaying Cancer Fund and Get Some PDF Goodies

Many Microlite74 gamers know that Randall Stukeby, the author of Microlite74 and other M20-based old school games is trying to raise funds to pay the bills from [his wife's oral cancer](#) treatments and that he worked on the original Microlite74 as way to cope during her recovery from 6 weeks of radiation treatment in 2008. Randall and Donna are some of the 40 to 50 million people in the US who do not have health insurance nor did they qualify for government aid as they live in Texas and have no children. Donna (successful so far) cancer treatments have cost over \$110,000. While some of this has been absorbed by hospital foundations and the like, they still owe a lot of it. You can donate to the RetroRoleplaying Cancer Fund (via PayPal) and help them pay their bills.

Can You Help Pay the Cancer Bills?

Everyone who donates any amount at all get a password giving them access to a number of special downloads. *Some* of the currently available downloads include:

- Pdf copies of the two issues of The Grimoire Randall published in the late 1970s (which Randall blogged about here: The Grimoire #1 (<http://blog.retroroleplaying.com/2009/05/grimoire-1-spring-1978-d-fanzine.html>) and The Grimoire #2 (<http://blog.retroroleplaying.com/2009/05/grimoire-2-summer-1979-d-fanzine.html>))
- Pdf copy of The Second Grimoire of Pharesm the Bright-Eyed, a set of house rules for a BECMI campaign Randall ran at a game shop in the mid-1980s.
- A copy of the Player's Introduction to the Fourth Campaign Arn (from about 1984)
- Microlite74 2.0 Special Edition -- a 60-page PDF designed to be printed in booklet format from Adobe Acrobat. Artwork is by Håkan Ackegård. This Special Edition incorporates the rules from the first supplement. The text has been reformatted into a single column in a large enough font to easily read.

To get access to these downloads and access to a private donor forum where you can get advance information on upcoming Microlite74 releases, help Randall pay the cancer bills by sending a donation in any amount -- small or large -- to the RetroRoleplaying Cancer Fund via Paypal at this link:

<http://www.retroroleplaying.com/node/153>

Support Microlite74: Please donate if you can!

Microlite74 Spell Lists

Arcane Rituals

For expanded spell descriptions see 0e or a 0e retro-clone. R: is range. D: is duration.

1st Level

Charm Person: Puts one living humanoid totally under your influence. R: 120 feet. D: until dispelled.

Detect Magic: Caster can perceive, in places, people, or things, the presence of a magical spell or enchantment. R: 60 feet. D: 20 minutes.

Hold Portal: Holds door/gate shut. R: 10 feet. D: 2d6 x 10 minutes.

Light: object lights circle with 30 ft. radius, not full daylight. R: 120 feet. D: 1 hour+10 min/level.

Magic Missile: Creates magic arrow which hits its target for 1d6 damage. An additional 2 missiles are created every 5 levels (e.g. total 3 at level 5, total 5 at level 10). R: 150 feet. D: instant.

Protection from Evil: +2 to AC and saves, counter mind control, hedge out elementals and enchanted monsters. R: shell around caster. D: 1 hour.

Read Languages: Read any written language. D: 1 or 2 readings.

Read Magic: Read scrolls, spellbooks, other magical writing. R: Caster Only. D: one reading (two scrolls or equivalent).

Shield: Improves caster's armor class to 17 versus missile attack and to 15 versus melee attacks. R: caster. D: 20 minutes.

Sleep: Puts 4d6 HD of beings into magical slumber. Creatures with more than 4 hit dice are not affected. Range: 240 feet. D: GM's discretion.

Ventriloquism: allows caster to "throw his voice" absolutely convincingly. R: 60 feet. D: 20 minutes.

2nd Level

Continual Light: object lights circle with 120 ft. radius until dispelled, not full daylight. R: 120 feet.

Darkness, 15' Radius: Magical darkness which even blocks infravision and darkvision. R: 120 feet. D: 1 hour.

Detect Evil: Reveals evil thoughts/intent or evil items. R: 60 feet. D: 20 minutes.

Detect Invisible: Detect invisible items and beings within 10 feet per caster level. D: 1 hour.

ESP: Allows Caster to read surface thoughts of target. R: 60 feet. D: 2 hours.

Invisibility: Subject is invisible until spell broken by caster, some outside force, or until it attacks. R: 240 feet.

Knock: Unlocks/Unbars all locked or magically sealed doors or other door-like barriers. R: 60 feet. D: instant.

Levitate: Caster floats up and down as he desires. Speed: 6 feet/minute. R: 20 feet up/down per level. D: 10 minute/level.

Locate Object: Senses direction toward an object (specific or type) D: level minutes. R: 60 + 10/level feet.

Magic Mouth: Mouth appears on target object and delivers up to 30 word message when conditions set by caster are met. R: touch. D: permanent until triggered or dispelled.

Mirror Image: Creates 1d6-1 exact images of the caster, all moving exactly like original. Attackers cannot tell images from original. Images hit disappear. R: around caster. D: 1 hour.

Phantasmal Forces: Vivid illusions of nearly anything the caster envisions, lasts as long at the caster concentrates. Damage caused is real if target believes illusion. R: 240 feet.

Pyrotechnics: Caster creates either fireworks or blinding smoke from a normal fire. R: 240 feet. D: 1 hour.

Strength: Adds 1d6+1 to a single Fighter's Strength or 1d6-1 to a single Cleric's. Maximum Strength is 18. R: touch D: 8 hours.

Web: Sticky webs fill a 10x10x20 foot area. Burning through the webs takes 6+1d4 minutes. Large creatures push through in 14+1d6 minutes. Human-sized creatures take 20+3d6 minutes. R: 30 feet. D: 8 hours.

Wizard Lock: Locks door like Hold Portal. Permanent until dispelled. Knock opens without dispelling. Caster can pass through without lifting spell. R: 10 feet.

Wizard Lock: Locks door like Hold Portal. Permanent until dispelled. Knock opens without dispelling. Caster can pass through without lifting spell. R: 10 feet.

3rd Level

Clairaudience: Hear at a distance for 2 hours. R: 60 feet.

Clairvoyance: See at a distance for 2 hours. R: 60 feet.

Dispel Magic: Cancels magic effects and spells. (Magic Attack vs. Spell's DC for success) Duration: instant but effects permanent for spells or 10 minutes/level for items. Range: 120 feet.

Fire Ball: 1d6/level fire damage, 20 foot burst. R: 240 feet. D: instant.

Fly: Subject can fly at a speed of 120 feet per minute. R: Touch. D: 1d6 x 10 minutes plus 10 minutes/level. (GM rolls secretly.)

Haste Spell: Subjects (up 24 beings in a 60 foot radius of target) double in speed, taking two actions at a time. (Counters Slow) R: 240 feet. D: 30 minutes.

Hold Person: Paralyzes 1-4 targets. Cast at single target, save at -2 and double duration. R: 120 feet. D: 1 hour plus 10 minutes/level.

Infravision: See in the dark. R: touch. D: 1 day. Sight Range: 30 + (1d3 x 10) feet.

Invisibility, 10' radius: Subject and those within 10 feet of him are invisible until spell broken by caster, some outside force, or until one attacks.

Lightning Bolt: 1d6/level electrical damage. R: 240 feet, bolt is 10 feet wide, 60 feet long. D: instant.

Monster Summoning I: Caster summons random monsters who appear 10 minutes after casting. They will then serve until slain or the spell duration is up. Sample monsters (1d6): 1-1d6 giant rats, 2-1d3 goblins, 3-1d3 hobgoblins, 4-1d6 kobolds, 5-1d3 orcs, 6-1d3 skeletons. D: 6 minutes.

Protection from Evil, 10' radius: +2 to AC and saves, counter mind control, hedge out elementals and enchanted monsters to all within 10 foot circle around subject. D: 2 hours.

Protection from Normal Missiles: Non-magical thrown and missile weapons automatically miss. R: 30 feet. D: 2 hours.

Rope Trick: Caster tosses rope into the air. It hangs there.

Caster and up three others can climb rope into a hidden pocket dimension at top. Rope can be pulled up or left out. R: rope toss. D: 60 minutes + 10 minutes/level.

Slow Spell: Subjects (up 24 beings in a 60 foot radius of target) slowed by 50%. (Counters Haste) R: 240 feet. D: 30 minutes.

Suggestion: Caster makes 1-2 sentence hypnotic suggestion to target. If save failed, target will carry out suggestion for up to duration. Only 1% chance target will obey suggestion that obviously would result in target's death/extreme injury. R: 30 feet. D: 1 week.

Water Breathing: Subject can breathe water. R: 30 feet. D: 2 hours.

4th Level

Charm Monster: Makes one monster of 3+ hit dice (or 3d6 monsters of less than 3 hit dice) believe they are the caster's strong ally. Save again every level days or when asked to do something obviously against the being's interest. R: 60 feet.

Confusion: Subjects (up to 2d6 hit dice, only 4+ HD get save) behave oddly/cannot act effectively. R: 120 feet. D: 2 hours.

Dimension Door: Teleports subject a short distance (up to 360 feet). D: instant. R: 10 feet.

Fear: 240 ft. long cone of fear (120 ft. width at far end) extends from caster. Creatures within must save or flee in fear/horror for 1 hour. R: as above. D: 1 hour of fear.

Hallucinatory Terrain: Makes one type of terrain appear like another type until dispelled or area entered by an opponent. R: 240 feet.

Ice Storm: 30 foot cubic vortex of ice, snow, and hail appears doing 5d6 damage to all within. R: 120 feet. D: 1 minute.

Massmorph: Makes up to 100 humanoids appear to be trees until dispelled or negated by caster. Creatures may move and still appear to be trees. R: 240 feet.

Monster Summoning II: Caster summons random monsters who appear 10 minutes after casting. They will then serve until slain or the spell duration is up. Sample monsters (1d6): 1-1d2 hobgoblins, 2-1d2 zombies, 3-1d2 gnolls, 4-1d2 bugbears, 5-1d6 orcs, 6-1d6 skeletons. D: 6 minutes.

Plant Growth: Plants in an area up to 30x30 yards become overgrown and nearly impassable. Lasts until dispelled or plants killed. R: 120 feet.

Polymorph Others: Change another into another being. Change is complete and includes gaining special abilities and mind of creature. R: 60 feet. D: until dispelled.

Polymorph Self: Change self to form of another being, does not get special powers but retains own intelligence. R: caster only.

D: 60 + 60/level minutes.

Remove Curse: Frees subject from a curse. R: touch. D: instant but effects permanent.

Wall of Fire: Deals 2d4 fire damage out to 10 ft. and 1d4 out to 20 ft. Passing through wall deals 2d6 damage +1/level. Wall lasts as long as caster concentrates on it. R: 60 feet.

Wall of Ice: Creates wall of ice with 15 hp +1/level. Wall lasts as long as caster concentrates on it. R: 60 feet.

Wizard Eye: Allows sending an invisible eye up to 240 feet away which relays all it sees to the caster. Moves up to 12 feet each minute. D: 1 hour.

5th Level

Animal Growth: 1d6 normal animals grow to giant size. R: 120 feet. D: 2 hours.

Animate Dead: Create undead skeletons or zombies under control of caster from dead bodies, 1d6 per level over 8. R: GM discretion. D: permanent.

Cloudkill: creates a moving, poisonous cloud of vapor which is deadly to all creatures with less than five hit dice. 30 feet in diameter, moves with wind or 6 feet per minute. D: 1 hour.

Conjure Elemental: Conjures one 16 HD elemental who will serve the caster until dispelled/dismissed/caster no longer concentrates. Caster can only summon one of each type in a day. R: 240 feet.

Contact Higher Plane: Lets Caster ask yes/no question of other planar entity, 1 question per level. Chance of correct answer 5% per level, maximum 95%.

Feeblemind: Subject's MIND drops to 1. R: 240 feet. D: until dispelled.

Hold Monster: As Hold Person, but any creature. R: 120 feet. D: 1 hour plus 10 minutes/level.

Magic Jar: Moves caster's spirit/mind to a fixed object from which caster can try to possess others. Magic Attack vs. DC of (10 + MIND bonus + target level or hit dice). R: 30 feet. D: until dispelled, the target makes his save (a new saving throw is allowed every caster level days), or the caster ends spell.

Monster Summoning III: Caster summons random monsters who appear 10 minutes after casting. They will then serve until slain or the spell duration is up. Sample monsters (1d6): 1-1d4 bugbears, 2-1d2 harpies, 3-1d2 ochre jellies, 4-1d2 wererats, 5-1d2 wights, 6-1d2 wild boars. D: 6 minutes.

Pass-Wall: Creates a human-sized passage up to 10 feet long through a wood or stone wall. R: 30 feet. D: 30 minutes.

Rock-Mud: Transforms rock to mud or vice-versa, up a 300x300 foot area. R: 120 feet. D: 3d6 days.

Telekinesis: Moves object by mental power. Up to 20 pounds per level. R: 120. feet D: 1 hour.

Teleport: Instantly transports subject up to 100 miles/level. Caster must know target location exactly.

Wall of Iron: creates a wall of iron in any shape. 1000 square feet (3 inches thick). R: 60 feet. D: 2 hours.

Wall of Stone: Creates a wall of stone in any shape. 1000 square feet (2 inches thick). R: 60 feet. D: until destroyed or dispelled.

6th Level

Anti-Magic Shell: Shell surrounds caster blocking magic both ways. R: caster. D: 2 hours.

Control Weather: Caster can adjust weather. D: GM decision.

Death Spell: Kills 2D8 beings with less than 7 hit dice with a 60 foot radius. R: 240 feet. D: instant but effect permanent.

Disintegrate: Makes one creature or non-magical object vanish, turning it to fine dust. R: 60 feet. D: permanent.

Geas: Force a creature to obey one long-term order. R: 30 feet. D: until order completed.

Invisible Stalker: Summons an invisible stalker, an extra-dimensional monster, under the control of the Magic-User who may give it a single mission which it will carry out until it is finished.

Legend Lore: A complex process taking 1d100 days allows caster to gain knowledge of a legendary person, place, or thing. Information is accurate but may be in a cryptic form. R: caster.

Lower Water: Lowers bodies of water 50%. R: 240 feet. D: 10 turns.

Monster Summoning IV: Caster summons random monsters who appear 10 minutes after casting. They will then serve until slain or the spell duration is up. Sample monsters (1d6): 1-1

gargoyle, 2-1 ogre, 3-1 owlbear, 4-1 shadow, 5-1 werewolf, 6-1 wraith. D: 6 minutes.

Move Earth: Move small hills, dig ditches and moats, other surface features, etc. Land moves at 6 feet per minute. R: 240 feet. D: permanent.

Part Water: Parts bodies of water up to 10 feet deep. R: 240 feet. D: 1 hour.

Projected Image: Project an image of yourself that can sense and talk as if you were the image. Other spells cast come from image. R: 240 feet. D: 1 hour.

Reincarnation: Restores dead person to life in a random (usually humanoid) form. R: touch. D: instant.

Repulsion: Any being trying to move toward spell target finds itself moving away instead. R: 120 feet. D: 1 hour.

Stone-Flesh: Turns subject into a stone statue (or vice versa). R: 120 feet. D: permanent.

Arcane Potions

Useless otherwise noted, the effects of a dose will last 1d6+6 10 minute turns. I = ingredients cost in gp (percentage chance per week that a large city will have the needed ingredients). T = Brewing Time. DC = Brewing Difficulty.

Animal Control: The drinker may control one or more animals with a total hit dice of 3d6 or less. When the effect of the potion wears off, the animals will flee. I: 100gp (50%) T: 1d6 hours DC: 12.

Antidote: The drinker becomes immune to all poisons of up to a specific strength for the duration of the potion. Poison from non-creature sources (e.g. a Potion of Poison) should be considered to be as if from a 7HD creature. The strength of the potion should be determined by rolling 1d10: 1-4 = Poison from 3HD creatures, 5-7 = Poison from 7HD creatures, 8-9 = Poison from 15HD creatures, 10 = All poison. I: 300gp (50%) T: 1d6 hours DC: 16.

Blending: The drinker may change color to blend in with their surroundings. When hiding, the drinker will have a 90% chance to go unnoticed unless the viewer can see invisible creatures. I: 600gp (30%) T: 1d3 days DC: 20.

Bug Repellent: Any normal or giant bug (an insect, spider, scorpion, centipede, or other arthropod) will completely ignore the drinker unless magically controlled. If the bugs are magically controlled to attack the drinker, the drinker gets a +4 bonus to any saving throws against the controlling effect that allow the damage done by the insects to be reduced. I: 100gp (70%) T: 1d3 hours DC: 12.

Clairaudience: While concentrating, the drinker may listen as if at any point within 60' of their current location. I: 400gp (40%) T: 1d2 days DC: 16.

Clairvoyance: While concentrating, the drinker may see as if at any point within 60' of their current location. I: 300gp (60%) T: 1d8 hours DC: 12.

Climbing: The drinker may walk on walls and ceilings as if a spider. I: 100gp (50%) T: 1d6 hours DC: 12.

Defense: This potion only lasts 10 minutes. The drinker gets a bonus to their armor class based on the power of the potion. To determine the power of the potion, roll 1d10: 1-3 = +1, 4-5 = +2, 6-7 = +3, 8-9 = +4, 10 = +5. I: 350gp (70%) T: 1d6 hours DC: 20.

Delusion: This potion will have no effect when drunk. However, if tasted, it will falsely give the taster the impression that it is another type of potion from this list. Multiple tasters will all get the same impression. An Analyze spell will correctly identify this potion as one of Delusion rather than as the type it tastes like. *Diminution:* The drinker shrinks down to 6" in height. While in this state they cannot hurt creatures larger than 1' tall with physical attacks, and have a 90% chance of being able to hide. If this potion is drunk while a Potion of Growth is in effect, they will simply cancel each other rather than making the drinker sick. I: 700gp (10%) T: 1d4 days DC: 20.

Dragon Control: The drinker of this potion can control up to three dragons of sub-adult or younger. The dragons do not get saving throws, but older dragons are not affected. Each potion of dragon control will only control one type of dragon. The controlled dragons will do anything that is commanded (other than suicidal commands) although they are not capable of casting spells. When the control ends, the dragons will become hostile to the drinker and will either flee or attack depending on

their impression of the drinker's power. Roll 1d10 to see which type of dragon is affected: 1-2 = Black, 3-4 = Blue, 5-6 = Green, 7-8 = Red, 9-10 = White. Using the fresh blood of a particular color of dragon negates the need for a roll, the potion controls the type of dragon whose blood was used. I: 1000gp (10%) T: 1d2 weeks DC: 24.

Dreamspeech: This potion only lasts for 10 minutes. The drinker can speak to one paralyzed, petrified or sleeping creature within 30' (only one creature can be spoken with per potion) and can hear the responses of the creature via ESP. The drinker will automatically understand the language of the target, but the target is under no compulsion to speak the truth (or even respond at all) if they do not wish to. I: 400gp (60%) T: 1d6 hours DC: 16.

Elasticity: This potion only lasts for 10 minutes. The drinker may stretch and deform themselves and their equipment to fit through gaps as small as 1" and reach as far as 30'. The drinker cannot cast spells or attack while stretched, and items carried cannot be used or dropped unless they are in normal form. However, while stretched the drinker only takes half damage from blunt and bashing attacks. I: 500gp (50%) T: 1d2 days DC: 16.

ESP: This potion has the same effect as the spell of the same name. I: 600gp (40%) T: 1d2 days DC: 20.

Ethereality: This potion gives the drinker the ability to shift from the Prime Plane to the Ethereal Plane. The drinker may shift at any time before the potion's duration runs out, and may then spend up to 24 hours on the ethereal plane before shifting back. Once the drinker has shifted to the ethereal plane and back, the potion's duration immediately expires. I: 800gp (40%) T: 1d4+4 days DC: 20.

Fire Resistance: The drinker becomes immune to normal fire, gains a +2 bonus on all saving throws against fire or heat based attacks, and takes -1 point of damage per die (to a minimum of 1 point per die) from magical fire attacks. I: 200gp (70%) T: 1d8 hours DC: 16.

Flying: This potion has the same effect as the Fly spell. I: 350gp (60%) T: 1d6 hours DC: 12.

Freedom: The drinker is immune to paralysis and to all forms of Hold spell or effect. I: 250gp (80%) T: 1d6 hours DC: 12.

Gaseous Form: The drinker's body transforms to a cloud of gas for up to 1 hour, causing all their equipment and carried items to fall to the floor. The drinker keeps control of their body, and can move through any non-airtight barrier. While in gaseous form, the drinker cannot attack, but has an armor class of -2 and can only be hit by magical weapons. I: 450gp (50%) T: 1d12 hours DC: 18.

Giant Control: The user may control up to four giants of a certain type, but each one gets a saving throw. The giants will normally be hostile once control ends. To determine the type of giant affected, roll 1d6: 1 = Cloud, 2 = Fire, 3 = Frost, 4 = Hill, 5 = Stone, 6 = Storm. Using the fresh blood of a particular type of giant negates the need for a roll, the potion controls the type of giant whose blood was used. I: 900gp (20%) T: 1d2 weeks DC: 24.

Giant Strength: The drinker gains the strength of a giant, and can do double damage with melee weapons or throw large rocks (range: 60/130/200) for 3d6 damage. This potion does not stack with other strength enhancing items such as Gauntlets of Ogre Power. I: 750gp (40%) T: 1d3 days DC: 16.

Growth: The drinker grows to twice normal size, and be able to do double damage with melee attacks. If this potion is drunk while a Potion of Diminution is in effect, they will simply cancel each other rather than making the drinker sick. I: 700gp (10%) T: 1d4 days DC: 20.

Healing: This potion will either cure 1d3+1 body points of damage to the drinker or cure their paralysis. This potion has an instant effect, rather than a duration. I: 150gp (80%) T: 1d3 hours DC: 12.

Heroism: The drinker will temporarily gain one or more levels as follows:

Common Man (no class): +3 Adventurer levels.

PC/NPC (classed): 1-12: +1 level, 13-19: +2 levels, 20: +3 levels

All damage (including energy drains) is taken from the extra levels and hit points first. I: 1200gp (10%) T: 2d2 weeks DC: 24.

Human Control: The drinker may control up to 6 levels of

humans, similar to a Charm Person spell. The targets can only be controlled while within 60' of the drinker, and the effect lasts only for the duration of the potion. I: 900gp (30%) T: 1d6 days DC: 22.

Invisibility: This potion has the same effect as the spell of the same name. I: 500gp (40%) T: 2d6 hours DC: 22.

Invulnerability: The drinker gains a +2 bonus to armor class and all saving throws for the duration of the potion. If a second Potion of Invulnerability is drunk within a week, the only effect is sickness. I: 400gp (60%) T: 3d4 hours DC: 20.

Levitation: This potion has the same effect as the spell of the same name. I: 100gp (80%) T: 1d6 hours DC: 12.

Longevity: The drinker immediately becomes 10 years younger. The effect is an instant one rather than an ongoing one, and therefore cannot be dispelled. This potion will not reduce the age of the drinker below 15 years old. I: 4000gp (10%) T: 2d3 weeks DC: 28.

Luck: This potion lasts only for 1 hour. The potion makes the drinker extremely lucky. The player of the drinking character may choose any one roll that they make on behalf of the drinking character within the duration and simply place the dice on the result of their choice rather than having to actually roll them. I: 400gp (50%) T: 1d6 hours DC: 24.

Merging: This potion allows the drinker to merge other creatures into their own body. The drinker can merge up to seven other creatures, and both the drinker and the other creatures must be willing. Creatures simply step "into" the drinker and disappear along with their items and equipment. While merged with the drinker, the creatures do not take damage if the drinker is hit, and they cannot take any actions other than speaking. The merged creatures can step "out of" the drinker at any time. I: 750gp (35%) T: 2d3 days DC: 22.

Plant Control: The drinker may control all mundane plants and all plantlike creatures in a 30'x30' area up to 60' away. Mundane plants may entangle creatures in their area, but cannot otherwise attack. I: 100gp (50%) T: 1d6 hours DC: 16.

Poison: This potion looks like any other, but it is poisonous. Anyone taking even a taste of the potion must save vs STR or die.

Polymorph Self: This potion has the same effect as the spell of the same name. I: 600gp (60%) T: 1d6 hours DC: 16.

Sight: This potion lasts for 10 minutes. While this potion is in effect, the drinker can temporarily see despite any blindness conditions. Additionally, the drinker may see invisible things. I: 350gp (70%) T: 1d6 hours DC: 16.

Speech: The drinker can understand all languages that they hear, and can respond in those same languages. This potion does not give the drinker the power to speak a language unless they first hear it spoken. I: 500gp (60%) T: 1d6 hours DC: 16.

Speed: The drinker may move at double normal speed and attack twice per round. I: 400gp (50%) T: 1d6 hours DC: 18.

Super Healing: This potion will either cure 2d3+3 body points of damage to the drinker. This potion has an instant effect, rather than a duration. I: 300gp (80%) T: 2d3 hours DC: 16.

Treasure Finding: When the drinker concentrates, they can detect the distance and direction to the largest amount of treasure within 360'. The drinker gains no insight about the nature of the treasure or how to get to it. I: 200gp (50%) T: 1d6 hours DC: 12.

Undead Control: The drinker can control up to 18HD in total of undead creatures of 9HD or less. The undead will be hostile when the duration ends. I: 1000gp (20%) T: 1d3 days DC: 20.

Water Breathing: This potion lasts for four hours, and has the same effect as the spell of the same name. I: 300gp (50%) T: 2d6 hours DC: 16.

Divine (Cleric) Prayers

For expanded spell descriptions see 0e or a 0e retro-clone. R: is range. D: is duration.

1st Level

Cure Light Wounds (Reversible): Cure 1d6+1 hit points of wounds. R: touch. D: instant but effects permanent.

Detect Evil (Reversible): Reveals evil thoughts/intent or evil items. R: 120 feet. D: 1 hour.

Detect Magic: Caster can perceive, in places, people, or things, the presence of a magical spell or enchantment. R: 60 feet. D: 20 minutes.

Light (Reversible): object lights circle with 20 ft. radius, full daylight. R: 60 feet. D: 2 hours.

Protection from Evil (Reversible): +2 to AC and saves, counter mind control, hedge out elementals and enchanted monsters. R: shell around caster. D: 2 hours.

Purify Food & Water (Reversible): Purifies food and water for up to 12 people. R: 10 feet. D: instant but effects permanent.

2nd Level

Bless: Allies gain +1 on attack rolls, saves against fear, and morale checks. Cannot be cast in combat. R: 10 feet. D: 1 hour.

Find Traps: Notice traps within 30 feet. R: caster. D: 20 minutes.

Hold Person: Paralyzes 1-4 targets. Cast at single target, save at -2 and double duration. R: 180 feet. D: 90 minutes.

*Silence, 15' Radius**: Magical silence for 15 feet around target, moving with target. No sound within area can be heard from outside it. R: 180 feet. D: 2 hours.

Snake Charm: 1d6 snakes/level charmed and will obey caster's commands. R: 60 feet. D: 20 minutes + 1d4 x 10 minutes.

Speak with Animals: Can understand and speak with animals. R: 30 feet. D: 1 hour.

3rd Level

Continual Light (Reversible): object lights circle with 120 ft. radius until dispelled, full daylight. R: 120 feet.

Cure Disease: Cures person of any diseases, including magical diseases. R: touch D: instant but effects permanent.

Locate Object: Senses direction toward an object (specific or type) D: level minutes. R: 90 feet.

Prayer: Gives saving throw penalty of 1 per ten levels of caster to enemies in 20x20 foot area. R: 30 feet. D: next melee round.

Remove Curse (Reversible): Frees subject from a single curse. R: 10 feet. D: instant but effects permanent.

Speak with Dead: Ask three questions of a corpse. Age of corpse affected: Cleric under level 8: 1d4 days, level 9-14: 1d4 months, level 15+: any age. R: 10 feet. D: 3 questions.

4th Level

Create Water: Creates water, enough for up to 24 people and their horses for one day. R: 10 feet. D: instant but effects permanent.

Cure Serious Wounds (Reversible): Cures 3d6+3 hit points of wounds. R: touch. D: instant but effects permanent.

Neutralize Poison: Immunizes subject against poison (10 minute duration) OR detoxifies venom in or on subject (instant but effects permanent). R: 10 feet.

Protection from Evil, 10' radius (Reversible): +2 to AC and saves, counter mind control, hedge out elementals and enchanted monsters to all within 10 foot circle around caster. R: caster. D: 2 hours.

Speak with Plants: Can understand and speak with plants. R: 30 feet. D: 1 hour.

Sticks to Snakes: Turns up to 2d8 sticks into serpents. 50% chance each serpent will be venomous. R: 120 feet. D: 1 hour.

5th Level

Commune: Cleric's Deity truthfully answers three yes-or-no questions. R: caster. D: 10 minutes.

Create Food: Creates food, enough for up to 24 people and their horses for one day. R: 10 feet. D: instant but effects permanent.

Dispel Evil (Reversible): Works like Dispel Magic, but affects any evil sending or evil spell. R: 30 feet. D: instant but effects permanent.

Insect Plague: Insect swarms (20 x 20x 20 feet) attack creatures. Creatures under 2 HD flee in terror. Can only be cast outdoors. R: 480 feet. D: 1 day.

Quest: Force a creature to obey one long-term order. R: 30 feet. D: until order completed.

Raise Dead (Reversible): Restores life to subject who died as long as 4 days (plus 4 days per caster level over 8) ago. R: line of sight. D: instant but effects permanent.

Monsters

AC=Armor; HD=Hit Dice; AT=Attacks; S=Special Abilities

Undead Immunities=Immune to sleep, charm, fear, paralysis

ANIMALS

ANIMAL, HERD SMALL: AC: 12 HD: 2d8 AT: attack+2 (1d4) ST: 17 MR: 4 S: Small herd animals like wild goats, deer, etc.

ANIMAL, HERD LARGE: AC: 12 HD: 4d8 AT: attack+4 (1d8) ST: 15 MR: 5 S: Large herd animals like cattle, oxen, caribou, etc.

ANT, GIANT: AC: 16 HD: 3d8 AT: bite +3 (1d6) ST: 16 MR: 12 S: acid (2d6).

APE, GORILLA: AC: 13 HD: 4d8 AT: bite +4 (1d6), claws +4 (1d3) ST: 15 MR: 8

APE, CARNIVORIOUS: AC: 6 HD: 5d8 AT: bite +5 (1d8), claws +5 (1d6) ST: 14 MR: 9

BABOON: AC: 12 HD: 1d8 AT: bite +1 (1d4) ST: 18 MR: 6: S: Tribal

BADGER: AC: 15 HD: 1d8 AT: bite +1 (1d3), claws +1 (1d2) ST: 18 MR: 7 S: burrows

BADGER, GIANT: AC: 15 HD: 3d8 AT: bite+3 (1d6) claws +3 (1d3) ST: 16 MR: 8 S: burrows, twice normal size

BAT: AC 10 HD: 1d4, bite+1 (1d2) ST: 19 MR: 6

BAT, GREATER: AC: 12 HD: 4d8 AT: bite +4 (1d10) ST: 15 MR: 8 S: Human-sized.

BAT, MONSTER: AC: 13 HD: 8d8 AT: bite +8 (2d8), claws +8 (1d6) ST: 11 MR: 8 S: Twice the size of a human.

BEAR, BLACK: AC: 12 HD: 3d8 AT: bite+3 (1d6) paw+3 (1d3) ST: 16 MR: 7 S: 2d4 Hug if paw hit on 18+

BEAR, BROWN: AC: 13 HD: 5d8 AT: bite+5 (1d8) paw+5 (1d6) ST: 14 MR: 9 S: 2d6 Hug if paw hit on 18+

BEAR, CAVE: AC: 13 HD: 6d8 AT: bite+6 (1d12) paw+6 (1d8) ST: 13 MR: 11 S: 2d8 Hug if paw hit on 18+

BEE, GIANT: AC: 12 HD: 1d4 AT: sting+0 (1d3) ST: 19 MR: 9 S: poison sting (save or incapacitated with pain, die in 2d6 rounds)

BEETLE, GIANT BOMBARDIER: AC: 15 HD: 2d8 AT: bite+2 (2d8) ST: 17 MR: 7 S: farts acid cloud (3d6) and save vs stun (2d4 rounds).

BEETLE, GIANT FIRE: AC: 15 HD: 1d8 AT: bite +1 (2d6) ST: 18 MR: 7 S: Light glans glow for 1d6 days after death.

BEETLE, GIANT STAG: AC: 16 HD: 7d8 AT: bite+7 (4d6) horns+7 (2d6) ST: 12 MR: 9

BISON: AC: 12 HD: 5d8 AT: trample (1d8) ST: 14 MR: 8 S: Herd may charge, doubling trample damage.

BOAR, WILD: AC: 12 HD: 3d8 AT: gore +3 (3d4) ST: 16 MR: 9 S: attacks for 2 rounds after death.

CAMEL: AC: 13 HD: 3d8 AT: bite+3 (1d4) ST: 16 MR: 6

CAT: AC: 14 HD: 1d2 AT: claws+0 (1d2) ST: 18 MR: 7

CENTIPEDE, GIANT: AC: 14 HD: 4d8 AT: bite +4 (1d6) ST: 15 MR: 7 S: poison (1d6 DEX).

CHEETAH: AC: 15 HD: 3d8 AT: bite+3 (1d6), claws+3 (1d3) ST: 16 MR: 8 S: excellent smell

CRAP, GIANT: AC: 17 HD: 3d8 AT: pinchers+3 (2d6) ST: 17 MR: 7 S: if hit, DEX save or captured (autohit each round until freed).

CROCODILE: AC: 15 HD: 3d8 AT: bite+3 (1d8), tail slap+3 (2d6) ST: 16 MR: 10

CROCODILE, GIANT: AC: 16 HD: 7d8 AT: bite+7 (2d8), tail slap+7 (2d12) ST: 12 MR: 11 S: Swallow on bite critical

DOG: AC: 11 HD: 1d8 AT: bite+1 (1d4) ST: 18 MR: 7

DOG, WAR: AC: 13 HD: 2d8 AT: bite +2 (1d6) ST: 17 MR: 11 S: can wear armor

DONKEY: AC: 12 HD: 2d8 AT: bite+2 (1d2) ST: 17 MR: 9

EAGLE: AC: 15 HD 1d8 AT: talons+1 (1d4), bite+1 (1d3) ST: 18 MR: 10

EAGLE, GIANT: AC: 11 HD 3d8 AT: talons+3 (2d4), bite+3 (2d3) ST: 16 MR: 10

ELEPHANT: AC: 16 HD: 11d8 AT: gore+11 (3d8), slam+11 (2d6) MR: 9 S: Tramples downed foes for 2d8

HAWK: AC: 15 HD: 1d8 AT: talons+1 (1d2) ST: 18 MR: 10

HORSE, RIDING: AC: 12 HD: 2d8 AT: bite +2 or kick +2 (1d4) ST: 17 MR: 7

HORSE, WAR: AC: 12 HD: 3d8 AT: bite +3 (1d6) or kick +3 (2d6) ST: 16 MR: 9 S: can wear armor; MR 11 when defending downed rider.

HYENA: AC: 14 HD: 2d8 AT: bite +2 (1d6) ST: 17 MR: 9

LEOPARD: AC: 15 HD 3d8 AT: bite+3 (1d6) claws+3 (1d3) ST: 16 MR: 8 S: rake on critical 1d3

LION: AC: 15 HD 5d8 AT: bite+5 (1d8) claws+5 (1d4) ST: 14 MR: 9 S: rake on critical 1d4

MANTA RAY: AC: 12 HD: 4d8 AT: ram+4 (1d6) ST: 15 MR: 7

MONKEY: AC: 11 HD: 1d8 AT: bite+1 (1d3) ST: 18 MR: 6

MULE: AC: 12 HD: 2d8 AT: Kick +2 (1d4) ST: 17 MR: 8

OCTOPUS: AC: 16 HD: 2d8 AT: bite+2 (1d3) ST: 17 MR: 6 S: Arms grab and hold (auto bite if held), black ink jet acts as darkness

OCTOPUS, GIANT: AC: 16 HD: 8d8 AT: bite+8 (1d8) ST: 11 MR: 6 S: Arms grab and hold (auto bite if held, 1d4 grab damage), black ink jet acts as darkness

PORPOISE: AC: 14 HD: 3d8 AT: head butt+3 (1d6) ST: 16 MR: 10 S: Highly Intelligent, Sonar, breathes air

RAT, GIANT: AC: 12 HD: 1d8 AT: bite +1 (1d3) ST: 18 MR: 8 S: 1 in 20 chance of disease from bite.

RAT, MONSTROUS: AC: 13 HD: 3d8 AT: bite or claws +3 (1d6) ST: 16 MR: 7 S: 1 in 20 chance of disease from bite.

SCORPION, GIANT: AC: 17 HD: 4d8 AT: 2 claws +4 (1d10), sting +4 (1d4, poison) ST: 15 MR: 11 S: poison causes paralysis and loss of 1 BP per minute.

SHARK: AC: 15 HD: 4d8 AT: bite +4 (2d6) ST: 15 MR: 7

SHARK, GIANT: AC: 16 HD: 10d8 AT: bite +10 (3d10) ST: 19 MR: 7

SLUG, GIANT: AC: 11 HD: 12d8 AT: bite +12 (2d6) ST: 7 MR: 10 S: spits acid (2d6).

SNAKE, CONSTRICTOR: AC: 14 HD: 2d8, AT: constriction (1d3) ST: 17 MR: 7 S: On successful attack, automatic 1d3 damage thereafter until dead.

SNAKE, GIANT CONSTRICTOR: AC: 14 HD: 6d8 AT: constriction +4 (1d6) ST: 13 MR: 7 S: On successful attack, automatic 1d6 damage thereafter until dead.

SNAKE, GIANT VIPER: AC: 14 HD: 4d8 AT: bite +4 (1d3 + poison) ST: 15 MR: 7 S: Poison bite does 2 BP per minute.

SNAKE, VIPER: AC: 14 HD: 1d8 AT: bite +1 (1hp + poison) ST: 18 MR: 7 S: Poison bite does 1 BP per minute.

SPIDER, GIANT: AC: 13 HD: 2d8+2 AT: bite +2 (1d8) ST: 17 MR: 8 S: bite causes paralysis via poison, surprise on 1-5.

TICK, GIANT: AC: 15 HD: 3d8 AT: bite+3 (1d6) ST: 16 MR: 7 S: attaches on a hit and will deal 1d6 damage automatically every round.

TIGER: AC: 13 HD: 6d8 AT: bite+6 (1d8), claws+6 (1d4) ST: 14 MR: 9 S: Surprise on 1-4.

TIGER, SABRE-TOOTH: AC: 14 HD: 8d8 AT: bite+8 (2d8), claws+8 (1d8) MR: 10

TOAD, GIANT: AC: 12 HD: 2d8 AT: bite +2 (1d6) ST: 19 MR: 6 S: surprise foes on a 1-3, swallows small creatures whole on a natural 20, swallowed creatures take 1d6 automatic damage every round, long tongue pulls victims in to bite making bite attack like pole arms.

WASP, GIANT: AC: 11 HD: 1d6 AT: sting+0 (1d4) ST: 19 MR: 7 S: poison sting (save or incapacitated with pain, die in 2d6 rounds)

WHALE, KILLER: AC: 13 HD: 6d8 AT: bite+6 (2d10) ST: 13 MR: 10 S: swallows small creatures whole (1d6 damage per round)

WHALE, GREAT: AC: 13 HD: 36d8 AT: bite+15 (3d20) ST: 4 MR: 10 S: swallows human-sized creatures whole (3d6 damage per round), may attack ships

WOLF: AC: 12 HD: 2d8 AT: bite +2 (1d6) ST: 17 MR: 8 (6 if not in pack)

WOLF, DIRE: AC: 13 HD: 4d8 AT: bite+4 (2d4) ST: 15 MR: 8

DINOSAURS

Although the term "dinosaur" is rather specific, these statistics can be used for any large prehistoric creature likely to be found in a "lost world" area.

DINOSAUR, AQUATIC LARGE: AC: 14 HD: 16d8 AT: bite+15 (3d6) ST: 12 MR: 9 S: Any larger aquatic dinosaur such as a plesiosaur or mosasaur.

DINOSAUR, AQUATIC SMALL: AC: 13 HD: 4d8 AT: bite+4 (1d6) ST: 12 MR: 7 S: Any smaller aquatic dinosaur such as an

ichthyosaur.
 DINOSAUR, CARNIVORE LARGE: AC: 15 HD: 20d8 AT: 2 claws+15 (2d6), bite+15 (5d8) ST: 11 MR: 9 S: Any larger carnivorous land dinosaur such as a tyrannosaur or a spinosaur.
 DINOSAUR, CARNIVORE SMALL: AC: 14 HD: 3d8 AT: 2 claws+3 (1d3) bite+3 (1d8) ST: 15 MR: 9 S: Any smaller carnivorous land dinosaur such as a deinonychus or a dimetrodon.
 DINOSAUR, HERBIVORE LARGE: AC: 14 HD: 25d8 AT: Tail+15 (2d8), Trample+15 (4d8) ST: 13 MR: 7 S: Any larger herbivorous land dinosaur such as a sauropod.
 DINOSAUR, HERBIVORE SMALL: AC: 14 HD: 6d8 AT: Horn+6 (2d6) ST: 15 MR: 7 S: Any smaller herbivorous land dinosaur such as a triceratops or ankylosaur.

HUMANS, INDIVIDUALS

COMMON MAN: AC: 10 HD: 1d2 AT: improvised weapon-2 (1d2) ST: 19 MR: 4 S: Background skill (+1 per 10 years of age over 20)
 SPECIALIST, APPRENTICE: AC: 10 HD: 1d2 AT: improvised weapon-2 (1d2) ST: 19 MR: 4 S: Background skill (+1 per 10 years of age over 10), 1 Talent-Skilled
 SPECIALIST, JOURNEYMAN: AC: 10 HD: 1d6 AT: improvised weapon-1 (1d2) ST: 19 MR: 4 S: Background skill (+1 per 10 years of age over 10), 1 Talent-Expert, 1 Talent-Skilled
 SPECIALIST, MASTER: AC: 10 HD: 1d2 AT: improvised weapon+0 (1d2) ST: 19 MR: 4 S: Background skill (+1 per 8 years of age over 10), 1 Talent-Master, 1 Talent-Expert, 1 Talent-Skilled
 MILITIA MAN: AC: 10 HD: 1d4 AT: improvised weapon+0 (1d3) ST: 19 MR: 6 S: Background skill (+1 per 10 years of age over 20)
 MAN-AT-ARMS, GREEN: AC: 10+1d4 HD: 1d6 AT: weapon+0 (1d6) ST: 19 MR: 7 S: Background skill (+1 per 10 years of age over 20)
 MAN-AT-ARMS, VETERAN: AC: 12+1d4 HD: 1d6+2 AT: weapon+1 (1d8) ST: 18 MR: 8 S: Background skill (+1 per 10 years of age over 20)
 MAN-AT-ARMS, SERGEANT: AC: 13+1d4 HD: 2d8 AT: weapon+2 (1d8) ST: 15 MR: 9 S: Background skill (+1 per 10 years of age over 20)
 MAN-AT-ARMS, OFFICER: AC: 14+1d4 HD: 3d8 AT: weapon+3 (1d10) ST: 13 MR: 9 S: Background skill (+1 per 10 years of age over 20)
 MAN-AT-ARMS, CAPTAIN: AC: 15+1d4 HD: 2d8+8 AT: weapon+3 (1d10) ST: 12 MR: 10 S: Background skill (+1 per 10 years of age over 20)

HUMANS, GROUPS

NA-Number Appearing (Wandering/In Lair) OB: Order of Battle
 BERSERKERS: NA: 2d10/10d10 OB: 20% Veteran Men-at-Arms, 80% Green Men-at-Arms. 1 Sergeant per 10 men. 1 Officer per 25 men. 1 Captain per group. 5% per 50 men of 1 Sorcerer (level 1d3). S: Battle Lust: Berserkers never check morale and attack at +2.
 BRIGANDS: NA: 3d10/10d20 OB: 40% Veteran Men-at-Arms, 60% Green Men-at-Arms. 1 Sergeant per 20 men. 1 Officer per 60 men. 1 Captain if over 100 men. 15% per 50 men of 1 Sorcerer (level 1d3). If in lair: 50% chance of 2d6 prisoners. 90% chance of camp followers equal to 30% of group size.
 BUCCANEERS: NA: varies by ship size (50-300) OB: 60% Veteran Men-at-Arms, 40% Green Men-at-Arms. 1 Sergeant per 25 men. 1 Officer per 50 men. 1 Captain per ship. 15% per 50 men of 1 Sorcerer (level 1d3). 30% chance of 1d6 prisoners.
 DERVISHES: 4d10/30d10 OB: 80% Veteran Men-At-Arms, 20% Green Men-at-Arms. 1 Sergeant per 30 men. 1 Officer per 50 men, 1 Captain per 100 men. Leader: 1 Priest (Sorcerer level 1d3). In Lair: 50% chance of 2d6 prisoners. 50% of camp followers equal to 30% group size.
 MERCHANT CARAVAN: NA: 30d10 OB: 10% actual merchants (Specialists), 10% drovers, 80% Men-at-Arms (20% Veteran/80% Green, 1 Sergeant per 20 men, 1 officer per 40 men, 1 captain) Merchandise worth 1d12 times 5000gp, 10 pack animals or 1 wagon needed per 2500gp. 5% per 5000gp of 1 Sorcerer (level 1d2).

NOMADS: 4d10/30d10 OB: 40% Veteran Men-At-Arms, 60% Green Men-at-Arms. 1 Sergeant per 30 men. 1 Officer per 50 men, 1 Captain per 100 men. 20% per 50 men of 1 sorcerer (level 1d3) In Lair: 50% chance of 2d6 prisoners. Camp followers equal to 100% group size.
 TRIBESMEN: 3d10/30d10 OB: 30% Veteran Men-at-Arms, 70% Green Men-at-Arms. 1 Sergeant per 30 men. 1 Officer per 50 men, 1 Captain per 100 men. 25% chance per 50 men of 1 Sorcerer (level 1d3). In Lair: Camp followers equal to 200% of group size.

HUMANS, CULTISTS

Members of strange, often chaotic cults centered on a minor entity (demigod, demon, etc.) from another plane. The entity grants powers in exchange for service, sacrifices, and/or worship. Cultists often take have some sort of aberrant appearance hinting at the entity they serve. The power level and usefulness of strange cult powers and cult magic items vary with the power of the cult focus entity and in some cases the size of the cult. Cult magic items only work properly for members of the cult.
 CULTIST: AC: 10 HD: 1d2 AT: improvised weapon-2 (1d2) ST: 19 MR: 8 S: Background skill (+1 per 10 years of age over 20), 30% chance of 1 strange cult power beyond the normal rules usable 1d4 times per day, 5% chance of 1 cult magic item.
 CULTIST, GUARD: AC: 12+1d4 HD: 1d6+2 AT: weapon+1 (1d8) ST: 18 MR: 9 S: Background skill (+1 per 10 years of age over 20), 50% chance of 1 strange cult power beyond the normal rules usable 1d4 times per day, 25% chance of 1 cult magic item.
 CULTIST, GUARD SERGEANT: AC: 14+1d4 HD: 3d8 AT: weapon+3 (1d10) ST: 13 MR: 10 S: Background skill (+1 per 10 years of age over 20), 1d2 strange cult powers beyond the normal rules each usable once per day. 70% chance of 1 cult magic item.
 CULTIST, GUARD LEADER: AC: 15+1d4 HD: 2d8+8 AT: weapon+3 (1d10) ST: 12 MR: 11 S: Background skill (+1 per 10 years of age over 20), 1d2 strange cult powers beyond the normal rules each usable once per day, 1d2 cult magic items.
 CULTIST, LESSER PRIEST: AC: 10+1d4 HD: 2d6+6 AT: weapon (1d4) ST: 17 MR: 9 S: Background skill (+1 per 10 years of age over 10), 1 Talent-Skilled, Knows 1d4 first level spells, Has 1d3 strange cult powers beyond the normal rules.
 CULTIST, PRIEST: AC: 12+1d4 HD: 3d6+6 AT: weapon+2 (1d4) ST: 15 MR: 10 S: Background skill (+1 per 10 years of age over 10), 1 Talent-Expert, 1 Talent-Skilled, Knows 1d4+2 first level spells, 1d3 second level spells, Has 1d3+1 strange cult powers beyond the normal rules, 1d2 cult magic items.
 CULTIST, HIGH PRIEST: AC: 14+1d4 HD: 5d6+6 AT: weapon+4 (1d4) ST: 12 MR: 11 S: Background skill (+1 per 10 years of age over 10), 1 Talent-Master, 1 Talent-Expert, 1 Talent-Skilled, Knows 1d4+4 first level spells, 1d3+2 second level spells, 1d2 third level spells, Has 1d3+2 strange cult powers beyond the normal rules, 1d2+2 cult magic items.

HUMANS, WIZARDS

Wizards are really semi-human. They are sorcerers who have used evil rituals to make pacts with or even take on a part of a magical entity from another plane, such a demon. As such they have powers and abilities beyond those of normal humans and are subservient to the will of that entity. All have the powers and abilities of a sorcerer (including alchemy and spirit binding). PL=Power Level, which is randomly determined. Their effective class level is their PL + 6.
 NECROMANCER: PL: 2d3 AC: 10+PL HD: PL*8 AT: weapon+PL (1d4) ST: 16-PL MR: 5+PL S: 11 S: Background skill (+1 per 10 years of age over 10), 1 Talent-Master, 1 Talent-Expert, 1 Talent-Skilled, Can create PL skeletons/zombies per day, Can control up to PL*PL*20 skeletons and zombies and up to PL*PL levels of greater undead. PL*15% chance of 1d2 other necromantic powers beyond the normal rules.
 MAGE: PL: 1d3+3 AC: 10+PL HD: PL*8 AT: weapon+PL (1d4) ST: 16-PL MR: 5+PL S: 11 S: Background skill (+1 per 10 years of age over 10), 1 Talent-Master, 1 Talent-Expert, 1 Talent-Skilled, Has 1d2+PL strange magic powers beyond the normal rules, Has 1d6 unusual and powerful minions, Has 1d6 unique and powerful magic items.

WARLOCK: PL: 2d3 AC: 10+PL HD: PL*8 AT: weapon+PL (1d4) ST: 16-PL MR: 5+PL S: 11 S: Background skill (+1 per 10 years of age over 10), 1 Talent-Master, 1 Talent-Expert, 1 Talent-Skilled, Has 1d2+PL strange magic powers beyond the normal rules, Has 1d2+PL bound demons, Can summon and command PL demon legions (PL*100 minor demons in each) for PL*2 days PL times a year.

WITCH: PL: 1d4+2 AC: 10+PL HD: PL*8 AT: weapon+PL (1d4) ST: 16-PL MR: 5+PL S: 11 S: Background skill (+1 per 10 years of age over 10), 1 Talent-Master, 1 Talent-Expert, 1 Talent-Skilled, Has 1d2+PL strange magic powers beyond the normal rules, Can brew potent potions, poisons and elixers, Can completely enthrall PL*PL beings (each of a level less than her PL) so long as they take a potion at least once a week.

FANTASTIC CREATURES

ANGEL: AC: 25 HD: 20d8 AT: 2 weapon + 15 (2d8) , ST: 3 MR: 12 S: Natural Defense: 4, Immune to spells less than 5th level, Cast as level 6 sorcerer, teleport at will, special powers as granted by patron deity

ANHKHEG: AC: 16 HD: 5d8 AT: bite +5 (1d10) ST: 14 MR: 8 S: Squirt acid (3d6).

BANSHEE: AC: 20 HD: 7d8 AT: claw +7 (1d8) ST: 12 MR: 12 S: Magic or silver to hit; magic resistance 50%; shriek of death; Immune to enchantments.

BASILISK: AC: 15 HD: 6d8 AT: bite +6 (1d10) ST: 13 MR: 9 S: petrifies onlookers (FORT save).

BLACK PUDDING: AC: 13 HD: 10d8 AT: slam +10 (3d8) ST: 9 MR: 12 S: immune to everything but fire, divides when hit, corrodes metal.

BLINK DOG: AC: 15 HD: 4d8 AT: bite +6 (1d6) ST: 15 MR: 6 S: teleports, hate coeurls.

BRAIN EATER: AC: 14 HD: 8d8 AT: mouth tentacles +8 (1d6, special) or weapon +8 ST: 11 MR: 7 S: on hit by tentacles 1d4 turns later tentacles reach brain, killing victim; Psi Blast (8d6 cone of mental force, save to confused), 90% magic resistance.

BROWN HULK: AC: 17 HD: 8d8 AT: 2 claws (2d6) or bite +8 (2d4) ST: 11 MR: 9 S: burrows through rock, eyes cause confusion.

BUGBEAR: AC: 14 HD: 3d8 AT: bite +3 (2d4) or weapon +3 ST: 16 MR: 9 S: surprise foes on a 1-3.

CATOBLEPAS: AC: 12 HD: 6d8 AT: tail +6 (1d3 + stun) ST: 13 MR: 8 S: gaze (FORT save).

CARCASS CREEPER: AC: 16 HD: 3d8 AT: 8 tentacles +3 (paralysis) ST: 16 MR: 8 S: walk on walls and ceilings.

CENTAUR: AC: 15 HD: 4d8 AT: 2 kick +4 (1d6) or weapon +4 ST: 15 MR: 8

CHIMERA: AC: 15 HD: 9d8 AT: 2 claws +9 (1d3), goat gore +9 (1d4), lion bite +9 (2d4), dragon bite +9 (3d4) ST: 10 MR: 9 S: breathes fire (3d6), flies.

COCKATRICE: AC: 13 HD: 5d8 AT: bite +5 (1d3) ST: 14 MR: 7 S: petrifying bite.

COEURL: AC: 15 HD: 6d8 AT: tentacles +6 (2d6) ST: 13 MR: 9 S: appear 3 feet from actual position (+2 to defense and saves), hate blink dogs.

DEMON, BAAL-ROG: AC: 17 HD: 9d8 AT: sword or flaming whip+9 (2d6) ST: 8 MR: 9 S: flies, flaming (3d8 damage to all in contact), darkness, 10 ft. r., natural defense: 4, 75% magic resistance, immune to non-magic weapons. Spell-like powers: cause fear, detect magic and invisible, read magic and languages, pyrotechnics, dispel magic, suggestion, telekinesis, symbols (fear, discord, and sleep), and gate demons 70%.

DEMON, LEMURE: AC: 17 HD: 3d8 AT: claws (1d6) ST: 14 MR: 7 S: regenerate 1 HP/minute.

DEMON, SUCCUBUS: AC: 10 HD: 6d8 AT: 2 claws (1d6) or kiss (drain 1 energy level) ST: 11 MR: 9 S: immune to non-magic weapons, natural defense: 2, 70% magic resistance, darkness 5 ft. r. Spell-like powers: Ethereal, charm person, ESP, clairaudience, suggestion, shape change (humanoid forms only), gate demons 40%.

DJINN: AC: 15 HD: 7d8 AT: fist or weapon +7 ST: 12 MR: 12 S: flies, whirlwind, creation of things, create illusions, invisibility, immune to mundane weapons.

DOPPELGANGER: AC: 14 HD: 4d8 AT: claw +4 (1d12) ST: 15

MR: 8 S: imitate humanoids, immune to sleep and charm. +5 on magic saves.

DRAGON, BLACK: AC: 17 HD: 7d8 AT: 2 claws +7 (1d6), bite +7 (3d6) ST: 10 MR: 9 S: flies, breathes line of acid (7d8).

DRAGON, BLUE: AC: 17 HD: 9d8 AT: 2 claws +9 (1d6), bite +9 (3d8) ST: 8 MR: 9 S: flies, breathes line of lightning (9d8).

DRAGON, BRASS: AC: 17 HD: 7d8 AT: 2 claws +7 (1d6), bite +7 (4d4) ST: 10 MR: 9 S: flies, breathes cloud of sleep or fear gas.

DRAGON, BRONZE: AC: 17 HD: 9d8 AT: 2 claws +9 (1d6), bite +9 (3d8) ST: 8 MR: 9 S: flies, breathes lightning (9d8) or repulsion.

DRAGON, COPPER: AC: 17 HD: 8d8 AT: 2 claws +8 (1d6), bite +8 (5d4) ST: 9 MR: 9 S: flies, breathes acid cloud (8d8) or slow.

DRAGON, GREEN: AC: 17 HD: 8d8 AT: 2 claws +8 (1d6), bite +8 (2d10) ST: 9 MR: 9 S: flies, breathes cloud of chlorine gas (8d6).

DRAGON, GOLD: AC: 19 HD: 11d8 AT: 2 claws +11 (1d6), bite +11 (3d12) ST: 6 MR: 10 S: flies, breathes cloud of poisonous gas or cone of fire (11d8), uses magic as MU of level 1 to 8 (by age), assume human form.

DRAGON, RED: AC: 17 HD: 10d8 AT: 2 claws +10 (1d6), bite +10 (3d10) ST: 7 MR: 9 S: flies, breathes cone of fire (10d8), uses magic as MU of level 1 to 6 (by age - 2).

DRAGON, SILVER: AC: 18 HD: 10d8 AT: 2 claws +10 (1d6), bite +10 (3d10) ST: 7 MR: 9 S: flies: breathes cloud of poisonous gas or cone of cold (10d8), uses magic as MU of level 1 to 8 (by age), assume human form.

DRAGON, WHITE: AC: 17 HD: 6d8 AT: 2 claws +6 (1d6), bite +6 (2d8) ST: 11 MR: 9 S: flies, breathes cone of cold (6d8).

DRAGON TURTLE: AC: 21 HD: 20d8 AT: 2 claws +15 (1d8), bite +15 (10d6) ST: 3 MR: 10 S: natural defense: 3, swims well, slow on land, breathes steam cloud (20d8) only when in water.

DRYAD: AC: 14 HD: 2d8 AT: weapon +2 ST: 17 MR: 6 S: charm.

DWARF: AC: 15 HD: 1d6+1 AT: warhammer +1 (1d8) ST: 16 MR: 10 S: standard dwarf abilities.

EFREET: AC: 16 HD: 10d8 AT: slam +10 (2d8) ST: 9 MR: 12 S: flies, wall of fire, creation of things, create illusions, invisibility, and immune to mundane weapons.

ELEMENTAL, AIR: AC: 19 HD: 12d8 AT: slam +12 (2d8) ST: 7 MR: 10 S: whirlwind, extra damage against foes in the air.

ELEMENTAL, EARTH: AC: 19 HD: 12d8 AT: slam +12 (4d8) ST: 7 MR: 10 S: tear down stone, extra damage against foes standing on the ground (1d8).

ELEMENTAL, FIRE: AC: 19 HD: 12d8 AT: slam +12 (3d8) ST: 7 MR: 10 S: ignite materials.

ELEMENTAL, WATER: AC: 19 HD: 12d8 AT: slam +12 (3d10) ST: 7 MR: 10 S: overturn boats, extra damage against swimming foes (1d6).

ELEPHANT: AC: 14 HD: 9d8 AT: 2 Tusks +9 (2d4) or Trample +9 (4d8) ST: 10 MR: 8 S: can make charge attack.

ELF: AC: 14 HD: 1d8 AT: sword or longbow (1d6) ST: 16 MR: 8 S: standard elf abilities.

EYE GLOBE: AC: 17 (Eye Stalks: 15) HD: Body 40 HP, Eye Stalk 10 HP each AT: 1d4 eyes ST: 8 MR: 8 S: floats about; large body eye generates anti-magic ray; 12 smaller eyes do: 1-charm person ray, 2-charm monster ray, 3-death ray, 4-2d6 damage ray, 5-sleep ray, 6-telekenesis ray, 7-slow ray, 8-fear ray, 9-stoning ray, 10-disintegration ray, 11-turn/control undead ray, 12-mind reading ray.

GARGOYLE: AC: 14 HD: 4d8 AT: 2 claws +4 (1d3) or bite +4 (1d6), horns +4 (1d4) ST: 15 MR: 11 S: fly.

GELATINOUS CUBE: AC: 11 HD: 4d8 AT: slam +4 (2d4) ST: 15 MR: 12 S: touch paralyzes, immune to lightning and cold, surprise foes on a 1-4.

GHAST: AC: 13 HD: 3d8 AT: 2 claws +2 (1d3) or bite +2 (1d4) ST: 16 MR: 9 S: undead immunities touch paralyzes, humans slain by ghouls rise again as ghouls in 24 hours. Regenerate 1 HP/minute until slain.

GHOUL: AC: 13 HD: 2d8 AT: 2 claws +2 (1d3) or bite +2 (1d4)

- ST: 17 MR: 9 S: undead immunities touch paralyzes, humans slain by ghouls rise again as ghouls in 24 hours.
- GIANT, CLOUD: AC: 17 HD: 13d8 AT: weapon +13 (6d6) or hurl rocks +13 (3d6) ST: 6 MR: 10 S: only surprised on a 1.
- GIANT, FIRE: AC: 16 HD: 12d8 AT: weapon +12 (5d6) or hurl rocks +12 (3d6) ST: 7 MR: 9 S: immune to fire.
- GIANT, FROST: AC: 15 HD: 11d8 AT: weapon +11 (4d6) or hurl rocks/ice +11 (3d6) ST: 8 MR: 9 S: immune to cold.
- GIANT, HILL: AC: 15 HD: 8d8 AT: weapon +8 (2d6) or hurl rocks +8 (3d6) ST: 19 MR: 11
- GIANT, STONE: AC: 20 HD: 9d8 AT: stone club +9 (3d6) or hurl rocks +9 (3d6) ST: 10 MR: 9
- GIANT, STORM: AC: 18 HD: 16d8 AT: weapon +16 (8d6) or hurl rocks +16 (3d6) ST: 3 MR: 10 S: control weather.
- GNOLL: AC: 14 HD: 2d8 AT: weapon +2 ST: 17 MR: 8
- GNOME: AC: 14 HD: 1d8 AT: weapon +1 ST: 16 MR: 8
- GOBLIN: AC: 12 HD: 1d6-1 AT: weapon +1 ST: 18 MR: 7 S: -1 to hit in sunlight.
- GOLEM, FLESH: AC: 10 HD: 12d8 AT: 2 fists +12 (2d8) ST: 7 MR: 11 S: Healed by lightning, hit only by magic weapons, slowed by fire and cold, immune to most magic.
- GOLEM, IRON: AC: 16 HD: 13d8 AT: fists or weapon +13 (4d10) ST: 6 MR: 11 S: Poison gas, immune to all weapons +2 or less, natural defense: 2, slowed by lightning, healed by fire, immune to most magic.
- GOLEM, STONE: AC: 14 HD: 16d8 AT: fist +15 (4d8) ST: 3 MR: 11 S: Unaffected by +2 or lesser weapons, natural defense: 2, slowed by fire, damaged by rock to mud (healed by rock to Mud reversed), immune to most magic.
- GORGON: AC: 17 HD: 8d8 AT: gore +8 (2d6) ST: 11 MR: 8 S: breathes petrifying gas.
- GREEN SLIME: AC: n/a HD: n/a AT: organics and metal turn to green slime if touched ST: 18 MR: n/a S: killed by cold or fire. Cure Disease stops transformation to green slime.
- GREMLIN: AC: 12 HD: 1d8 AT: weapon +1 ST: 10 MR: 12 S: chaos aura causes physical actions with 10 feet to fail 50% of the time in a chaotic manner.
- GREY OOZE: AC: 12 HD: 3d8 AT: strike +3 (1d6) ST: 16 MR: 12 S: acid (destroys armor in one round, deals automatic damage after the first hit), immune to blunt/crushing attacks, spells, fire and cold.
- GRIFFON: AC: 16 HD: 7d8 AT: 2 claws +7 (1d4), bite +7 (2d8) ST: 12 MR: 8 S: flies.
- HALFLING: AC: 12 HD: 1d6 AT: weapon+1 (1d6) ST: 16 MR: 8 S: nearly invisible in outdoor cover.
- HARPY: AC: 12 HD: 3d8 AT: 2 talons +3 (1d4) or weapon +3 ST: 16 MR: 7 S: flies, siren-song (Charm person).
- HELL HOUND: AC: 15 HD: 5d8 AT: bite +5 (1d6) ST: 14 MR: 9 S: breathe fire (10 HP damage)
- HIPPOGRIFF: AC: 14 HD: 3d8 AT: 2 claws +3 (1d6), bite +3 (1d10) ST: 16 MR: 8 S: flies.
- HOBGOBLIN: AC: 14 HD: 1d8+1 AT: weapon +1 ST: 18 MR: 8
- HYDRA: AC: 14 HD: 5-12d6 AT: 5-12 bites +HD (1d6) ST: 14-MR: 11 S: 1 HD per head, 20% chance of fire-breathing or regenerating.
- INVISIBLE STALKER: AC: 16 HD: 8d8 AT: 1 bash +8 (4d4) ST: 8 MR: 12 S: flies, invisible.
- KOBOLD: AC: 13 HD: 1d4 AT: weapon +0 (1d6) ST: 18 MR: 9
- LEPRECHAUN: AC: 11 HD: 1d4 AT: theft, magic ST: 16 MR: 7 S: invisible, polymorph non-living objects, illusions and ventriloquism at will; steal small valuable item (75% successful, 25% chance if dropping per turn chased), 80% magic resistant, never surprised.
- LICH: AC: 20 HD: 12-18d6 AT: touch +HD (1d10) or weapon +HD ST: 7- MR: 10 S: undead immunities, touch causes paralysis (no save), cause fear in creatures under 4th level/HD, Sorcerer level equals hit dice.
- LIZARDMAN: AC: 14 HD: 2d8 AT: claws +2 (1d6) or weapon +2 ST: 17 MR: 11 S: breathe underwater.
- LURKER RAY: AC: 13 HD: 10d8 AT: wing smother +10 (1d8) ST: 9 MR: 9 S: those hit take 1d8 damage/turn and smother in 1d6 turns.
- LYCANTHROPE, WEREBEAR: AC: 17 HD: 7d8 AT: 2 claws +7 (2d4), bite +7 (1d8) ST: 12 MR: 10 S: lycanthropy, extra 2d6 damage if both claws hit.
- LYCANTHROPE, WEREBOAR: AC: 15 HD: 4d8 AT: tusks +6 (2d6) ST: 15 MR: 9 S: lycanthropy, attack +6 instead of +4 because of rage.
- LYCANTHROPE, WERERAT: AC: 13 HD: 3d8 AT: bite (1d4) or weapon +3 ST: 16 MR: 8 S: lycanthropy, surprise foes on a 1-4.
- LYCANTHROPE, WERETIGER: AC: 16 HD: 5d8 AT: 2 claws +5 (1d6), bite +5 (2d6) ST: 14 MR: 10 S: lycanthropy, surprise foes on a 1-4.
- LYCANTHROPE, WEREWOLF: AC: 14 HD: 4d8 AT: 2 claws +4 (1d4) bite +4 (2d4) ST: 15 MR: 8 S: lycanthropy.
- MANTICORE: AC: 15 HD: 6d8 AT: claws +6 (1d4) or bite +6 (2d4) ST: 13 MR: 9 S: flies, six tail spikes +6 (1d6) per round, 24 spikes in total.
- MEDUSA: AC: 14 HD: 6d8 AT: weapon +6 ST: 13 MR: 8 S: onlookers turn to stone (FORT save), hair attacks at +3 (poison bite), averting eyes reduces to hit by 4 and grants +2 to medusa attacks.
- MERMAN: AC: 13 HD: 1d8 AT: weapon +1 ST: 16 MR: 8 S: breathe water, swim.
- MINOTAUR: AC: 13 HD: 6d8 AT: weapon +6 or bite +6 (1d6) or Head gore +6 (1d6) ST: 13 MR: 12 S: never lost in mazes.
- MUMMY: AC: 16 HD: 6d8 AT: touch +6 (2d6) ST: 13 MR: 12 S: mummy rot curse if hit (no more healing), undead immunities, hit only by magic weapons (for half damage), spells, and fire.
- NAGA, GUARDIAN: AC: 14 HD: 12d8 AT: bite +12 (1d4 + poison), spit +12 (30 range, poison), constrict +12 (1d8/rd until freed) ST: 7 MR: 9 S: spells as 4th level sorcerer.
- NAGA, SPIRIT: AC: 14 HD: 10d8 AT: bite +10 (1d4 + poison) ST: 9 MR: 8 S: spells as 6th level Sorcerer, gaze (permanent charm).
- NAGA, WATER: AC: 14 HD: 8d8 AT: bite +10 (1d3 + poison) ST: 11 MR: 7 S: spells as 5th level Sorcerer (no fire or lightning).
- NIXIE: AC: 12 HD: 1d8 AT: weapon +1 (1d6) ST: 16 MR: 6 S: swims, charm.
- OCHRE JELLY: AC: 11 HD: 6d8 AT: acid strike +6 (2d6) ST: 13 MR: 6 S: a hit destroys organic material, lightning divides jelly into three jellies, each doing +2 (1d6) damage.
- OGRE: AC: 14 HD: 4d8 AT: weapon +4 (2d6) ST: 15 MR: 10
- OGRE MAGE: AC: 15 HD: 5d8 AT: weapon +5 (2d6) ST: 13 MR: 9 S: flies, magic use (turn invisible, darkness 10' radius, sleep, charm person, cone of frost).
- ORC: AC: 13 HD: 1d8 AT: weapon +1 ST: 16 MR: 8
- OWLBEAR: AC: 14 HD: 5d8 AT: 2 claws or bite +5 (1d8) ST: 14 MR: 9 S: hug for additional 2d6 if both claws hit.
- PEGASUS: AC: 13 HD: 4d8 AT: 2 hooves +4 (1d6) ST: 16 MR: 8 S: flies.
- PHOENIX: AC: 17 HD: 9d8 AT: 2 claws +9 (1d6), bite +9 (2d6) ST: 10 MR: 10 S: +3 or better weapon to hit, immune to charm/hold/fire attacks, 3d6 fire damage to all within 10 feet.
- PIXIE: AC: 12 HD: 1d8 AT: weapon +1 (1d4) ST: 14 MR: 7 S: flies, charm, naturally invisible.
- PURPLE WORM: AC: 13 HD: 15d8 AT: bite +15 (2d8) or sting +15 (1d8) ST: 4 MR: 10 S: poison sting (1d6 STR), swallows whole on roll 4 higher than needed to hit, swallowed creatures take 1d6 automatic damage every round.
- ROC: AC: 15 HD: 12d8 AT: 2 claws +12 (1d8) or bite +12 (2d10) ST: 7 MR: 9 S: flies
- RAKSHASA: AC: 23 HD: 7d8 AT: claws, bite +7 (1d8) or weapon +7 ST: 12 MR: 8 S: spells as 1d3 level Sorcerer, immune to non-magic weapons, below +3 weapons do 50% damage, blessed crossbow bolt kill instantly.
- RUST MONSTER: AC: 17 HD: 5d8 AT: touch +5 (special) ST: 14 MR: 7 S: touch of (or touching) the rust monster causes metal items to turn to rust.
- SALAMANDER: AC: 15 HD: 7d8 AT: bite +8 (1d6) or constrict +8 (1d8) ST: 12 MR: 10 S: heat does 1d8 to nearby creatures, immune to fire.

SCORPIONMAN: AC: 17 HD: 8d8 AT: weapon +8 (1d10), sting +4 (1d4, poison) ST: 11 MR: 9 S: poison causes paralysis and loss of 1 BP per minute.

SEA SERPENT: AC: 17 HD: 30d6 AT: bite +15 (4d6) ST: 3 MR: 9 S: natural defense: 2, swallows whole on roll 4 higher than needed to hit, swallowed creatures take 1d6 automatic damage every turn.

SHADOW: AC: 12 HD: 3d8 AT: touch +3 (1d4, special) ST: 16 MR: 12 S: drains 1 STR per hit, hit only by magical weapons, surprise foes on a 1-5, creatures reduced to 0 STR will rise 24 hours later as a shadow. Not undead.

SHRIEKER: AC: 11 HD: 3d8 AT: none ST: 16 MR: 12 S: large toadstool, if disturbed (light 60 feet/movement 30 feet) emits loud shriek for 1d3 minutes which stuns small (rat-sized) creatures.

SKELETON: AC: 12 HD: 1d8 AT: weapon +1 ST: 18 MR: 12 S: undead immunities.

SPECTRE: AC: 17 HD: 7d8 AT: touch +7 (1d6) ST: 10 MR: 11 S: undead immunities, drains 2 levels per hit, creatures reduced to 0 levels will rise 24 hours later as a spectre.

SPHINX: AC: 19 HD: 12d8 AT: 2 claws +12 (3d6), bite +12 (2d8) ST: 7 MR: 10 S: Males are level 2 Sorcerers. Females are level 4 sorcerers. Roar (2/day) save or flee in terror

SPRITE: AC: 14 HD: 1d4 AT: none ST: 16 MR: 7 S: can curse (effects funny rather than dangerous, wears off after 1d20 hours)

STIRGE: AC: 12 HD: 1d8 AT: sting +1 (1d4) ST: 18 MR: 9 S: attaches on a hit and will deal 1d4 automatically damage every round.

TREANT: AC: 17 HD: 10d8 AT: branches +10 (3d6) ST: 9 MR: 9 S: Control trees and can make them move and attack.

TITAN: AC: 22 HD: 16d8 AT: weapon+15 (5d6) ST: 3 MR: 11 S: natural defense: 3, Spells.

TROLL: AC 15 HD: 6d8 AT: 2 claws +6 (1d6), bite +6 (1d10) ST: 11 MR: 10 S: regenerate 3 hp per round (except acid or fire damage).

UNICORN: AC: 17 HD: 5d8 AT: 2 hoofs +5 (1d8) or horn +5 (1d8) ST: 14 MR: 7 S: double damage for charge, 25% magic resistance, teleport, horn can cure damage or disease.

VAMPIRE: AC: 17 HD: 9d8 AT: bite +9 (1d6) or weapon +9 ST: 8 MR: 11 S: undead immunities, hit only by magical weapons, regenerate 3 hp per round, drains 2 levels per hit, gaseous form at will, shape change into bat, charm gaze, avoids garlic and mirrors, summons bats or wolves, immobilized and apparently dead if a stake is driven through its heart, drowns under water in one round, creatures reduced to 0 levels will rise 24 hours later as a vampire under the control of their creator.

WIGHT: AC: 14 HD: 3d8 AT: claw +3 (1d6) ST: 16 MR: 12 S: undead immunities, hit only by magical or silver weapons, drains a level per hit, creatures reduced to 0 levels will rise 24 hours later as a wight.

WILL-O-THE-WISP: AC: 27 HD: 9d8 AT: shock +9 (1d6+4) ST: 10 MR: 10 S: flies.

WORG: AC: 13 HD: 4d8 AT: bite +4 (2d6) ST: 15 MR: 8

WRAITH: AC: 16 HD: 4d8 AT: touch +4 (1d6) ST: 13 MR: 11 S: undead immunities, only hit by magic or silver weapons, arrows do a max 1 HP damage, drains a level per hit, creatures reduced to 0 levels will rise 24 hours later as a wraith.

WYVERN: AC: 16 HD: 8d8 AT: bite +8 (2d8) or sting +8 (1d6) ST: 11 MR: 9 S: poison sting (1d6 STR), flies.

YELLOW MOLD: AC: n/a HD: n/a AT: 1d6 if touched ST: 18 MR: n/a S: if struck, 50% releases spore cloud (choke to dead in 6 rounds unless cure disease), destroyed by fire.

ZOMBIE: AC: 11 HD: 2d8 AT: weapon +2 or claws +2 (1d8) ST: 15 MR: 12 S: undead immunities always lose initiative.

Microlite74 Treasure

Here is a list of sample treasure items appropriate to a Microlite74 campaign. Maps to possible hoards of such treasures

are also a common treasure item. Of course, any magic item you like from the SRD can be used, but higher powered items may be too powerful for most Microlite74 games. In microlite74 Light vs Dark, most SRD magic items should be very rare. Most magic items should be potions or items with a spirit bound into it (see the spirit rules).

Money: 1 gold piece (gp) = 10 silver pieces (sp); 1 silver piece = 5 copper pieces (cp).

Gems: Most range in value from 10gp to 1000gp, with 50% of gems being worth about 100gp.

Magic Weapons: Most range from +1 to +3, some +1 weapons have a greater plus versus specific types of monsters. Magic Swords sometimes have a special spell-like power or two. A few swords are intelligent and have a number of spell-like powers (some even talk). A few weapons are cursed and reduce one's chance to hit.

Magic Armor: Most are plus +1, with a few +2 or +3. Magic shields exist with similar pluses.

Scrolls: Most hold one to six spells (all arcane or all divine). Some are protection against good/evil/one of the elements. A few place curses on the reader.

Potions: Common examples: Growth, Diminution, Giant Strength, Invisibility, Gas Form, Polymorph Drinker, Speed, Fly, Levitate, ESP, Healing, Clairvoyance, Clairaudience, Control (Animal, Demon, Dragon, Giant, Human, Plant, Undead, etc.), Invulnerability, Heroism, Resistance (Fire, Cold, Acid, etc.), Treasure Finding, Water Breathing, etc. Some potions are poison, cause disease, cause delusions, etc.

Rings: Common examples: Spell Storing, Spell Turning, X-Ray Vision, Telekinesis, Protection, Protection 5 foot radius, Invisibility, Control (Human, Mammal, Zombie, etc.), Resistance (Fire, Cold, Acid, etc.). Uncommon examples: Three Wishes, Regeneration, Djinn Summoning. Some rings are cursed with negative effects.

Wands and Staves: Common examples: Detection (Enemy, Metal, Secret Doors, Traps, Magic, etc.), Illusion, Fire Balls, Lightning Bolts, Cold, Polymorph, Healing, Commanding, Striking, etc. Uncommon examples might have several of the above powers. Wands operate as level 6 casters with 1d100 charges. Staves operate as level 8 casters with 1d200 charges.

Unusual Magic Items: Here are some ideas: Boots (Speed, Levitation, Travelling, Leaping, Elven), Cloak (Displacing, Elven, Flying, Protection), Crystal Ball, Flying Broom, Flying Carpet, Amulets (Protection, versus ESP, versus Charm, etc.), Helms (Read Magic, Read Languages, Telepathy, Teleportation, Good, Evil, etc.), Horn (Blasting, Summoning, etc.), Belts of Giant Strength, Efrete Bottle, Djinn Lamp, Mirror of Life Trapping, etc. Cursed items are possible as well.

Notes on "Old School" Play

While Microlite74 is designed using tried and true "D20" systems filtered through the Microlite20 rules, it is designed for a completely different style of play than many players who started to play in the last 20 years or so may be used to. This section will give a brief overview of "old school" play.

What is "Old School" Play?

There are two major styles of roleplaying games. The first (and older) style says "Here is the situation. Pretend you are there as your character, what do you want to do?" This style has been superseded over the years with a style that says "Here is the situation. Based on your character's stats, abilities, skills, etc. as listed on his character sheet and your knowledge of the many detailed rules of the game, what is the best way to use your character's skills and abilities and the rules to solve the situation?" Old school play strongly favors the first style and frowns on too much of the second.

Here are some major points where old school play is different:

Heroic, not Superheroic: Old school play, especially at low to mid levels, is about fairly normal people put in situations where they can be heroes, not about extraordinary people doing things that would make a four-color comic book superhero proud – and at first level yet. Just like in the real world, the more a character improves his abilities, the harder it is to improve them further, while new characters may advance rapidly, the higher their level

the more effort and time (and XP) it takes to advance to the next level.

Achievement, not Advancement. Many modern games are often all about what special feats, extra classes and special game mechanics the players wish to obtain for their characters as they increase in level. In old school games, a character's abilities are generally predetermined by his character class, so old school games focus on the things that the characters wish to accomplish in the game world rather than on what game mechanics they want to acquire. Level advancement is often much slower than in modern fantasy RPGs which makes in campaign achievements even more important as a measure of character success.

No Skills: Unlike in most modern RPGs, there aren't any skills in Microlite74 -- not even the streamlined four skills of Microlite20. Players are intended to have their characters act like adventurers. So don't search your character sheet or the rules for the perfect solution in Microlite74. Instead, you just tell the GM what your character is trying to do. Note that you are assumed to be competent with all common activities associated with your class and background. If you need to keep a door open or shut, you might tell the GM your character is using a spike to keep the door open or closed. A ten foot pole is your friend for checking for traps. Searching a room means looking in and under objects, not rolling a skill check. While this may seem strange at first, you will quickly learn to appreciate the freedom it gives you. No longer are you limited to the skills and feats on your character sheet, you can try anything your character should be capable of trying. You might not succeed, but the rules generally will not stop you from trying.

Limited Magic Items: Modern fantasy RPGs often assume that magic items are easy to buy and/or to create. In most old school campaigns, magic items are relatively rare and hard to create. Only potions and scrolls are generally relatively easy to create or purchase. Other magic items are seldom found for sale (and are very high priced when they are found for sale) and are usually very expensive in money and time to try to create -- often requiring rare ingredients that the characters must quest to find. Therefore characters are generally limited to the magic items they find in treasures or take from defeated enemies on adventures.

No Assumption of "Game Balance": Old style game sessions aren't about carefully balanced characters (who are all able to shine equally at all times) who only run into situations carefully designed by the GM to be beatable by the characters presently in the party and to provide treasure that fits their current level. Instead, part of player skill is learning to evaluate situations so situations well over the party's current abilities or which will waste the party's resources for little gain can be avoided. Don't assume that you can beat every monster that you encounter, running away from monsters too tough to handle can mean the difference between character survival and character death. You can also get creative in how you defeat monsters. Perhaps those goblins you bypassed could be talked into (or tricked into) attacking that giant you know you can't beat, perhaps killing it for you or at least softening it up so your party has a chance of defeating it and living to tell the tale. Also remember that treasure can be turned into XP, even if you can't kill the monsters, perhaps you can still acquire some of their treasure. Part of the skill of playing "old school" style is coming up with creative solutions when a direct attack is likely to fail.

It's Not All About Combat: Many modern fantasy RPGs have made combat the star of the system, combats in these systems are time-consuming and very crunchy with rules for everything. Microlite20 avoids this by having a fast-playing abstract combat system. Microlite74 takes this one step further, combat isn't intended to be the main source of fun in the game. The game is as much about exploration and treasure finding as it is about combat. Sure, you are going to have to fight things to explore and find treasure, but always remember that combat may not be the best or safest way to handle every situation. Think before you rush into combat. After all, it's not the only way to earn a good pile of experience -- and monsters don't have to be killed

to be defeated (and get XP for them).

Reality/Common Sense Trumps Rules: Old-school games use loose and simple rules that cover average cases and the GM and players are supposed to apply common sense and their knowledge of how reality works to cover the unusual and edge cases. "Reality/Common Sense" as interpreted by the GM always trumps the written rules if they conflict. For example, a character has a magic weapon and the rules for that weapon say it always causes its target to fall prone if hit. The character hits a gelatinous cube moving down the corridor toward them with the weapon. The rules say that the target should fall and be in a prone position. Reality, however, says otherwise. Gelatinous cubes don't have a top and bottom (so prone penalties make no sense) and a 10 foot cube can't fall when it is moving through a 10 foot corridor. In some modern games, the rules would be applied anyway and the cube would suffer the effects of falling prone no matter how little sense that makes. In an old school game, the GM ignores the rule because it makes no sense in the specific situation.

Forget "Rules Mastery": As some of the above differences have hinted, player skill in "old school" style games isn't about mastering the game rules so you can solve any problem by knowing the right combination of rules from 20 different rule books. Microlite20 is designed to be rules light and Microlite74 tries to stress this even more by encouraging GMs to make rulings on the spot taking into account specific circumstances instead of trying to hunt up special cases in the SRD or a stack of optional rule books. This is faster and helps players immerse themselves in their character and the game world instead of in rule books. GM rulings will be based on specific circumstances and common sense, not just on the written rules and prior rulings. Just because it requires a certain roll to jump one 10 foot pit does not mean all 10 foot wide pits will require the same roll. After all, all sorts of variables can affect the roll (terrain, weather, lighting, pressure to jump quickly, etc.). Players need to remember that these rules are merely a tool for the GM. They are just guidelines for the GM, not something written in stone that the GM must obey. If something herein does not work right in your campaign (or the GM just does not like a rule), the GM is well within his right to change it. Microlite74 is not a game for rules lawyers or for those who believe that the game designer always knows what is best.

No Script Immunity: In most old school games, player characters do not have any form of script immunity. Player characters can die, lose equipment, suffer strange magical effects and other often unpleasant consequences if they are not careful or are just very unlucky. On the other hand, there are no rules limiting their success. If they take on an adult red dragon as first level characters and miraculously manage to win, there are no rules about level appropriate wealth or level appropriate magic items to interfere with their becoming rich and probably flush with magic items from the dragon's hoard.

Not Mentioned does not mean Prohibited: Many people seem to read RPG rules and come away with the idea that anything not specifically mentioned in the rules as allowed is prohibited. While this really doesn't make much sense given that no set of rules could ever cover everything that characters might attempt to do in an adventure, it seems to be a very common way to view RPG rules. In an old school game like Microlite74, this is specifically not true: the millions of possible activities not mentioned in the rules are not prohibited, they are up to the GM to allow or disallow based on his knowledge of how reality works and how his specific campaign world differs from reality. Unless the rules specifically prohibit some action, players should ask their GM instead of simply assuming it is prohibited because the rules do not mention it.

Styles of "Old School" Play

If you read some "old school" blogs, forums, and web sites, you might get the impression that there is only one "old school" style of play: a style with expendable player characters who spend all their time in dungeons designed in the style of the old "Tomb of Horrors" module where an adventuring party is only one slipup away from death. This style of play is often shown in early modules.

What most people forget is that these early modules were designed for tournament play where the party that lasted longest and made it deepest into the dungeon was the winner. While a few gaming groups did run their regular campaigns like this and enjoy it, most people did not enjoy such games and the GMs who ran them were often referred to as "Killer GMs" (who often found themselves without players). Instead most home campaigns were a mixture of the following four styles – some campaigns stressing one or two styles over the others.

Power-Gaming: Many players start out playing in this style. Most soon get bored with it and add more and more of other styles. A power-gaming campaign is all about character power. Characters are known by their class, level, special items, and amazing powers and deeds. ("I killed the Demon King with my 15th Level Fighter/Magic-User/Druid. It only took two hits from Thor's Hammer to knock him out. Then I cut off his head with my vorpal blade.") There is often a lot of player competition for the most powerful character in campaigns that stress power-gaming. A lot of people look down on this style, but it can be a lot of fun to play a pure power-game in a group of players who all like the style.

Wargaming: This is probably the style old school rules were originally written for. The wargaming style of play is a competition between the player group and the GM. The GM sets up tactical battles, puzzles, and the like and the players solve them for treasure and experience. Fudging die rolls and ignoring rules (either for or against the players) is frowned upon as it detracts from the challenge and fun of the adventure.

Characters in pure wargaming campaigns often were expendable and had little personality or goals (beyond staying live and getting rich) as a character with such might be tempted to do things dysfunctional to survival. Published tournament dungeons like Tomb of Horrors could be considered examples of extreme forms of this style. Once the RPG hobby became known outside of the minis and board wargaming community, pure forms of the wargaming style quickly became uncommon.

Role-Playing: A pure role-playing campaign is almost the opposite of a pure wargaming campaign. Player skill, tactics, and rules aren't really important. What is important is the player's character and that character's life in the game. In a pure role-playing campaign, players create the personality of their characters in great detail and players generally have a large emotional investment in them and do not consider their characters expendable. Players tend to have their characters act within their personalities and within the beliefs they're supposed to hold – even when doing so is not the best thing to do at the time within the game. The object is to live your character's life in the campaign world. You "win" by having your character achieve his goals, goals which may or may not have anything to do with the game's goals of exploring and accumulating treasure and experience points. The modern computer game *The Sims* is an example of this style of play.

Story-Telling: While all campaigns tell a story after-the-fact (that is, you can tell a story based on the characters actions in the game), in a story-telling campaign, the GM has worked out a story in advance and the player characters are the protagonists. The campaign world usually has a detailed background and back story behind it. Knowing this background may be more important than knowing the rules. Some pure story telling campaigns are little more than single-line railroads where the characters play their almost pre-scripted parts in the story. In other cases, things are more free-form with story flow and events created by interactions between the GM's basic outline of story events and the actions of individual characters during the campaign. Some people consider the more pure forms of story-telling campaigns boring straight-jackets while others love the idea of being a major part of a real story.

These four major styles of play appeared early in the history of role-playing games. They were first mentioned in a general circulation publication in Glenn Blacow's article "Aspects of Adventure Gaming" in *Different Worlds* #10 (the October 1980 issue).

The important thing to take from this section isn't the four styles or their labels (as there are other systems for describing this with their own labels), but the idea that there were many different styles of "old school" play back in the "old school" days – not just the single style stressed in some "old school" blogs, forums, and web sites. Don't let those sites make you believe that you aren't playing old school right if your campaign isn't strongly in the wargaming camp. Most successful campaigns back in "old school" days were a mixture of all four major styles – and a heaping helping of minor styles.

Advice for the New Old School Game Master

If you are comfortable running a rules-light game like standard Microlite20, you'll probably have no trouble running Microlite74 as you have already learned to run a game without having hundreds of pages of rules detailing how to handle every situation that might possibly arise in the game. You've learned to just make a ruling that you think fits the situation and keep the game moving.

Running a Game Without Skills

The greatest change between Microlite20 and Microlite74 is the removal of all character skills. If you are used to just allowing players to just say "I'm searching the room. What do I find?" and make search skill roll or just say "I'll try to persuade the baron to loan us a catapult." and make a persuade skill roll, running without skill rolls is going to require as much change to your thinking as it will to your players' thinking.

First, you need to get your players to tell you what their characters are actually doing in the campaign world, instead of talking in terms of what skill they are using. Then you need to learn to listen to what they say and decide if their description of what they are doing a) would most likely solve the problem, b) wouldn't have a chance of solving the problem, c) might not immediately solve the problem but would provide more info that would help solve the problem, or d) would not definitely solve the problem but has a fair chance of doing so. Only option d would require a die roll.

Let's take checking a chest for traps as an example. Get the players to describe in general terms how they are going to check the chest for traps. Note general terms are enough; the idea is to see what the characters are doing, not to require them to describe every single muscle and eye movement they make. Having to "click on one exact pixel on the screen" to succeed is boring and frustrating in a computer game, the verbal equivalent of it is even more frustrating in a tabletop game. Don't fall into the trap of doing it as it turns players off fast.

Let's say a player says "I'll look the chest quickly over for obvious traps, paying special to the keyhole, clasp, and anything that looks out of the ordinary. I'm not touching it yet."

If the chest had a poison needle near the clasp or some holes for poison gas or needles to shoot out of, this should be enough for the character to notice it without a roll, even if he isn't a Rogue or the like. However, if the chest is set to explode (or shoot daggers out of the opening when opened, such a search is not going to discover the trap – again no matter what the character's class or background as such a trap isn't visible from the outside. If you are feeling generous, you might have a Rogue make roll and if she makes it tell her player that while she doesn't see a trap, something still doesn't seem right about the chest.

If the character had said he was then poking the chest with a pole instead of rushing to open it, he might hear something strange if the chest had the above-mentioned dagger trap. Of course, unless he is a Rogue or has some strange background, chances are he would not associate the noise with a trap, but rather just that there was something loose in the chest. Again, you might give a Rogue a roll, especially an experienced Rogue.

As this example shows, it really isn't hard – unless you choose to make it hard. It's just different. After a few sessions both you and your players will find that it really isn't as hard as it looks.

Some players, however, really want die rolls. Because of previous bad experiences with poor GMs, they just can't trust the GM enough to handle some decisions being made without die rolls. If your players are like this, you can use "skill" rolls as a safety net. The players will still have to describe what their character does to solve the problem just as above. Once the player describes what his character is doing, the GM calls for a class/background based "skill" roll as described in the skills section of these rules. The results are determined by your opinion as GM of the action described and the skill roll. There are basically two situations:

In the first case, you feel that the player has a good plan that should likely succeed. Therefore it will succeed regardless of the result of the roll, but how well it succeeds is determined by the skill roll. A failed skill roll is a minimal success; the character succeeds, but just barely. A successful skill roll means the character's plan succeeds without any major hitches.

In the second case, either the player obviously knows less than his character does about the situation or just comes up with a bad idea that you feel is unlikely to work. You let the skill roll decide the result. A failed roll means the plan fails, while a successful roll means the plan somehow worked after all, but probably not perfectly.

Players who refuse to even try to come up with some type of rational statement about what their character is actually doing but just want to let the skill roll decide automatically fail.

Guidelines Not Rules

Finally, remember that these rules are a tool for the GM. If something herein does not work right in your campaign, change it. The object is to have fun, not be a slave to rules or to players who think being a rules-lawyer is the way to get ahead. In many roleplaying games, the Rules As Written (RAW) are often considered sacrosanct or at least somehow better than those a GM can come up with himself. This is not true of Microlite74 so please change anything you do not like.

Microlite74 Trademark License

You may use the Microlite74 trademarks in your own OGL products without obtaining prior permission from the trademark owner in two cases:

- 1) Adventures, campaign settings, and other supplements either designed specifically for Microlite74 or that are written for another Oe, B/X (BECEMI) or 1e rules set may be labeled "Suitable for use with Microlite74" (or suitable for use with specific versions: Basic, Standard, and/or Extended).
- 2) Microlite74 may be mentioned by name in documents (or sections of a larger product) written to provide information on converting adventures and other materials between one game system and another.

In no case may the Microlite74 trademarks be used in any manner than indicates a product is endorsed or otherwise approved by the author of Microlite74. The terms "Microlite74 Companion" and "Microlite74 Supplement" may not be used in the title of a product without permission in writing.

All other uses of the "Microlite74" trademarks in products requires permission in writing from the trademark owner. This permission will generally be given, so don't be afraid to ask.

Microlite74 Light vs Dark
Version 3.0 (May 22, 2013)

Copyright © 2008, 2010, 2011, 2013, 2016 Randall S Stukeny

Microlite74 is dedicated to the memory of those who gave us the first roleplaying games and campaigns:

Dave Arneson, E. Gary Gygax, David Hargrave, Bob Bledsaw

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

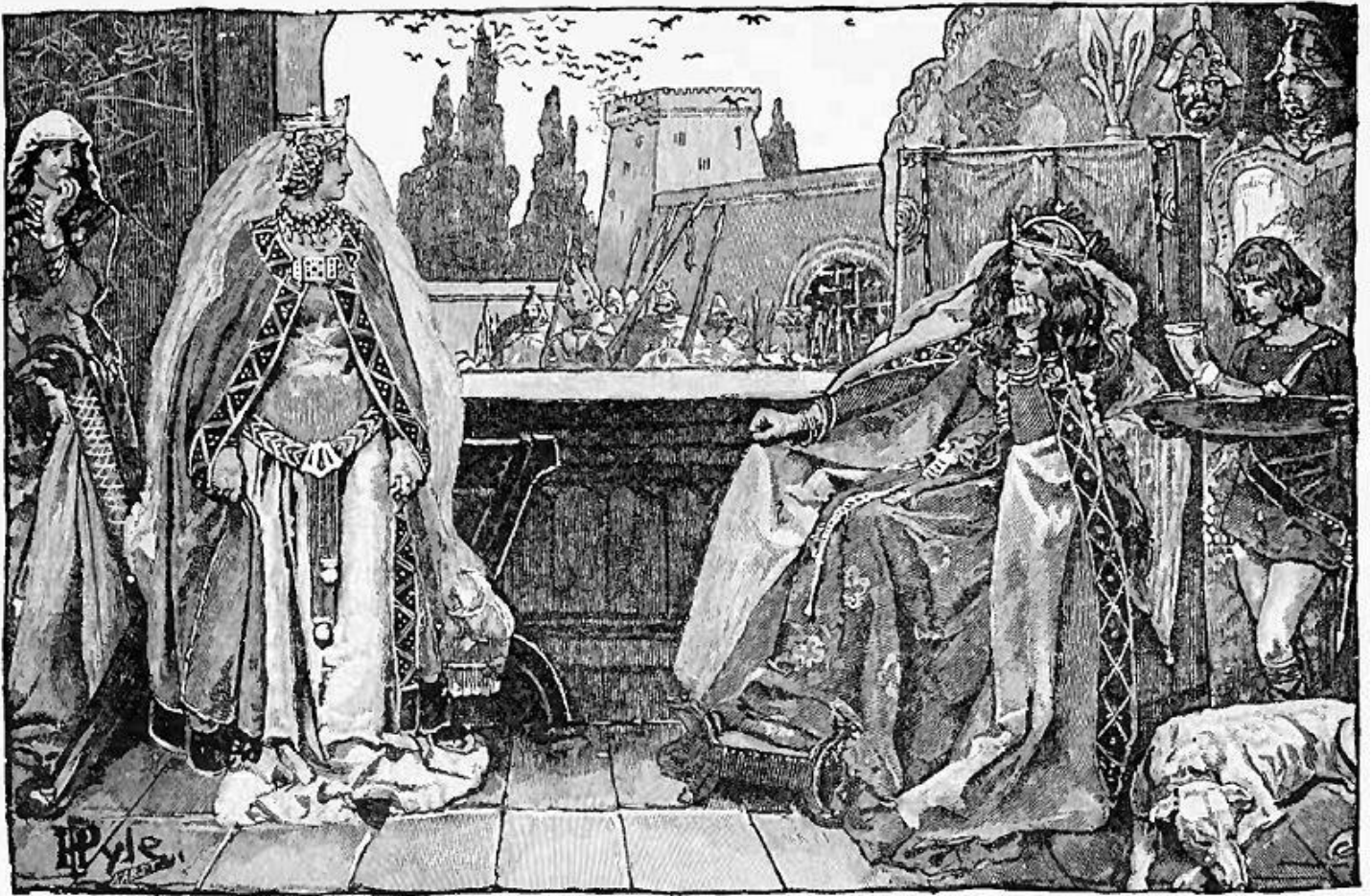
1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product Identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.
2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.
3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.
4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.
5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.
6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.
7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.
8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.
9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.
10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.
11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.
12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.
13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.
14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15 COPYRIGHT NOTICE

Open Game License v 1.0 Copyright 2000, Wizards of the Coast, Inc.
System Reference Document Copyright 2000-2003, Wizards of the Coast, Inc.;
Authors Jonathan Tweet, Monte Cook, Skip Williams, Rich Baker, Andy Collins, David Noonan, Rich Redman, Bruce R. Cordell, John D. Rateliff, Thomas Reid, James Wyatt, based on original material by E. Gary Gygax and Dave Arneson.
Microlite20 © 2006, Robin V. Stacey (robin@greywulf.net)
M20 Hard Core Rules © 2008, Alex Shroder
Microlite74 © 2008, Randall S. Stukeny
Swords & Wizardry © 2008, Matthew J. Finch
Swords & Wizardry: Whitebox © 2008, Matthew J. Finch Authors Matt Finch and Marv Breig
Microlite74 2.0 © 2009, Randall S. Stukeny
Microlite75 © 2011, Randall S. Stukeny
Microlite74 Extended 3.0 © 2011, Randall S. Stukeny
Microlite74 Companion I 3.0 © 2011, Randall S. Stukeny
Microlite74 Swords & Sorcery © 2012, Randall S. Stukeny
Librarylass' Supplemental Rules, © 2012, Rachel Ghoul
Microlite74 Companion 2: Treasure © 2013, Randall S. Stukeny
Microlite74 Companion 3: More Optional Rules © 2013, Randall S. Stukeny

Microlite74 Light vs Dark © 2013, Randall S. Stukey
[End of License]

This product is 100% Open Game Content except for Product Identity, as per the Open Game License above. Product Identity includes Microlite74, Microlite74 Basic, Microlite74 Standard, Microlite74 Extended, Microlite74 Companion, Microlite74 Supplement, Microlite74 Special Version, Microlite74 Light vs Dark, and Randall S. Stukey and all pictures and illustrations.



Microlite74

Light vs Dark

Microlite74 games are trimmed-down miniature versions of the Primary Fantasy SRD rules designed to be quick and easy to play, especially when compared to modern incarnations of the game. The goal of *Microlite74* games is to recreate the style and feel of that very first ("0e") fantasy roleplaying game published back in 1974 without giving up all of the clearer mechanics of modern D20-based versions.

Microlite74 Light vs Dark (formerly *Microlite74 Special Version I*) is designed for a campaign world with only two deities (a Lord of Light (order) and a Lord of Darkness (chaos) who oppose each other. Magic is both common and rare in this campaign world in that about 25% of the population have the ability to use Minor Magic at will (including all characters and NPCs with a class level), but arcane magic is otherwise limited to long, complex, and costly rituals. Clerics have limited spell-like abilities called prayers. True magic items are almost non-existent. What true magic items do exist are created by the GM as needed and are always one-of-a-kind. Magic items created by binding spirits to material items are more common.

A Publication of RetroRoleplaying.com

Copyright ©2013 Randall S. Stukey

Website: <http://www.retroroleplaying.com/>

Blog: <http://blog.retroroleplaying.com/>

Microlite74 Website: <http://microlite74.com/>